Saving and Loading Outline

* No manual saving
* Game is saved automatically when…
  + entering a new area or
  + collecting a new body part
* What needs to be saved?
  + Vector of current location
  + Rotator of current rotation
  + Rotator of controller rotation (aka camera)
  + Set of found body parts (enum)
  + Dictionary of found memories per area (enum <-> integer)
  + Set of sub level names to load
  + Dictionary of string tags for level (name <-> list of strings)
  + (Structure of settings)