

## CISC 3667 - Game Design and Development

### Unity Lab 6 and 7: Persistent Data and High Scores

1. Your game must have at least two pieces of data that remain consistent across different scenes (persistent data)

Examples include:

- Player's score
- Player's health
- Player name or chosen character
- Difficulty level or volume settings
- Unlocked levels or items

Make sure it remains active across scenes (so the data is not lost when loading the next level).

Store and update your chosen data variables, then retrieve them as needed in other scenes (for UI updates, win screens, etc.).

Tip: Think about what information would make your game feel more connected or continuous between levels.

2. Next, you'll design a High Scores feature that tracks the best results players have achieved.

Your system should:

- Record the top X scores (at least 5).
- Display them in descending order (highest score first).
- Save them so they are still available after the game is closed and reopened.
- Include a "View High Scores" option on your main menu that takes players to a dedicated screen or panel.

When displaying your high scores:

- Create a simple UI layout showing the rank and score for each entry.
- Include a button to return to the main menu.
- Feel free to style it however you like (e.g., pixel art font, animated background, scoreboard graphic).