```csharp
1  using System.Collections;
2  using System.Collections.Generic;
3  using UnityEngine;
4
5  public class UniversalSave : MonoBehaviour
6  {
7      public static int LapCounts;
8      public static int OpponentsCount;
9      public static int CreditAmount;
10     public static bool Saving = false;
11     public static bool Calculation = false;
12     public static string PlayerName = "PLAYER";
13     public static int RacesWon = 0;
14     public static int RacesLost = 0;
15
16     public static bool SportsCar1Owned = false;
17     public static bool SportsCar2Owned = false;
18
19     // Start is called before the first frame update
20     void Start()
21     {
22         DontDestroyOnLoad(this);
23         LoadStats();
24
25     }
26
27     private void Update()
28     {
29         if(Saving == true)
30         {
31             Saving = false;
32             SaveStats();
33         }
34     }
35
```

```csharp
36      public void SaveStats()
37      {
38          PlayerPrefs.SetInt("MyCredits", CreditAmount);
39          PlayerPrefs.SetString("PlayName", PlayerName);
40          PlayerPrefs.SetInt("WonRaces", RacesWon);
41          PlayerPrefs.SetInt("LostRaces", RacesLost);
42
43          PlayerPrefs.SetInt("MyCar", SaveScript.SportsCarID);
44
45          if(SportsCar1Owned == false)
46          {
47              PlayerPrefs.SetInt("Car1", 0);
48          }
49
50          if (SportsCar1Owned == true)
51          {
52              PlayerPrefs.SetInt("Car1", 1);
53          }
54
55          if (SportsCar2Owned == false)
56          {
57              PlayerPrefs.SetInt("Car2", 0);
58          }
59
60          if (SportsCar2Owned == true)
61          {
62              PlayerPrefs.SetInt("Car2", 1);
63          }
64
65
66      }
67
68      public void LoadStats()
69      {
70          CreditAmount = PlayerPrefs.GetInt("MyCredits");
```

```
71          PlayerName = PlayerPrefs.GetString("PlayName");
72          RacesWon = PlayerPrefs.GetInt("WonRaces");
73          RacesLost = PlayerPrefs.GetInt("LostRaces");
74
75          SaveScript.SportsCarID = PlayerPrefs.GetInt("MyCar");
76
77          if(PlayerPrefs.GetInt("Car1") == 1)
78          {
79              SportsCar1Owned = true;
80          }
81
82          if (PlayerPrefs.GetInt("Car2") == 1)
83          {
84              SportsCar2Owned = true;
85          }
86      }
87
88  }
89
```