SETUP:

1. Put this folder into your assets folder
2. Add the SaveManager.cs script to an empty object in your systems scene/your scene
3. Customize what to save in the GameData.cs file (GameData is the class that gets saved)

USAGE:

1. To access save data use: SaveManager.instance.data.SOMETHING
2. To save the game call: SaveSystem.SaveGame(index of the save slot to save to)
3. To load the game call: SaveSystem.LoadGame(index of the save slot to load from)