SaveManager

SaveData   Save serializable object to a local file.

```csharp
var listOfNumbers = new List<int>{ 1, 2, 3, 4, 5 };

SaveManager.SaveData(listOfNumbers, "List.dat");
```

LoadData   Load serializable object from a local file.

```csharp
var listOfNumbers = SaveManager.LoadData<List<int>>("List.dat");
```

DeleteData   Delete a local file.

```csharp
SaveManager.DeleteData("List.dat");
```