

TilesWalk.Gameplay.Persistence.
LocalGameSave.Save

```
graph LR; A[TilesWalk.Gameplay.Persistence.LocalGameSave.Save] --> B[TilesWalk.Gameplay.Persistence.GameStatistics.EndSession]; A --> C[TilesWalk.Gameplay.Persistence.GameStatistics.TimestampSave];
```

TilesWalk.Gameplay.Persistence.
GameStatistics.EndSession

TilesWalk.Gameplay.Persistence.
GameStatistics.TimestampSave