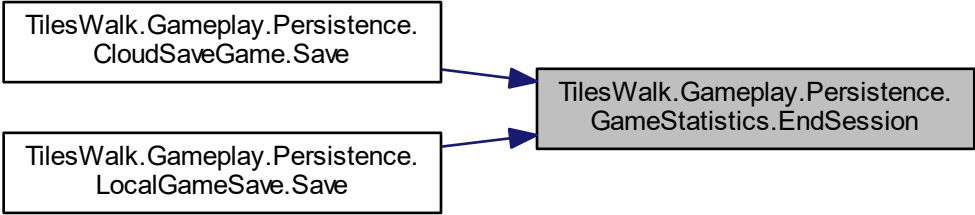


TilesWalk.Gameplay.Persistence.
CloudSaveGame.Save

TilesWalk.Gameplay.Persistence.
LocalGameSave.Save

TilesWalk.Gameplay.Persistence.
GameStatistics.EndSession



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

The diagram consists of three rectangular boxes. On the left, there are two white boxes with black borders, one above the other. On the right, there is a single gray box with a black border. Two blue arrows point from the right side of each white box to the left side of the gray box. The top white box contains the text 'TilesWalk.Gameplay.Persistence.CloudSaveGame.Save'. The bottom white box contains the text 'TilesWalk.Gameplay.Persistence.LocalGameSave.Save'. The gray box contains the text 'TilesWalk.Gameplay.Persistence.GameStatistics.EndSession'.