

Save Game Free

Complete, Free, Easy way to Save your Game Data Everywhere you like

Installation

Import the Save Game Free package file to your project.

Getting Started

Now Open the Demo.cs at SaveGameFree > Demo > Demo.cs and take a look at this to learn how to use Save Game Free.

Just make a class for your Game Data such as scores, achievements and change the data at runtime and save it on exit (Saver.Save (object data, string fileName);) and load it back on start (Saver.Load<GameData> (string fileName);).

You can see full getting started tutorial at [Save Game Free GitHub Page](#) or find more examples at [Save Game Free Wiki Page](#), Hope you find useful things.

Thanks

Just we say thanks for your choice and rating us. We are happy to help you.

If you have any further issues just send them to hasanbayat1393@gmail.com or file them at <https://github.com/EmpireAssets/SaveGameFree/issues>

Made with by [Bayat](#)