**Technical task  
developer Unity/C#**

Create a program which has ability to save activity of players. In implementation use next data:

* Every “Player” class has internal identifier and name;
* Every “Activity” class has internal player identifier, activity name and for simplify three kind of activities. They are:
  + Entered the game;
  + In game process;
  + Exited.

As a vault you must use a file system. Number of files and them structure could be whatever. You could not use “sqlite” or any other database. In implementation provide the ability of multiple thread access to the repository.

For simplify implementation you could use the fixed player list:

1. {1, Deadpool};
2. {2, Thanos};
3. {3, Ultron}.