

Ignition / GameData

Namespace **Playniax.Ignition**

Script can be found in **Assets/Playniax/Framework/Ignition/Scripts/GameData.cs**

Class GameData

Description

GameData can be used to temporarily store statistics of the game.

progress and progressScale are built-in data fields.

Custom fields can be added to custom and supports floats, integers, booleans and strings.

The information will not be saved and is only available at runtime.

| Public fields | Description |
|---|----------------------|
| <code>Config custom = new Config()</code> | Custom data storage. |