# Persistent data management

Some files and scores of players will be saved on our computer in order to keep data. The game keeps names and scores of players in database in order to show them at leaderboard and we can compare scores of players. It is easy to read from database scores of players and put it to high scores. Therefore, we can maintain and manage users or players on this database. There are some images and music files, which will be saved on our computer to have interesting and better experience on our game. These things will make this game funny and it will give nice appearance so player will not get bored. At each level of the game, there are different images, music so for each level it should be saved on a persistent storage in order to use always.