# Persistencia

## [System. Serializable]

Visible y editable en el inspector!

```
using UnityEngine;
using System.Collections;
using System.Collections.Generic;


[System.Serializable]
public class Stats {
    public RenewableStat hp;
    public RenewableStat mp;

    public int agility;
    public int perception;
    public int attackPower;
    public float attackRadius;
}
```

```
using UnityEngine;
using System.Collections;
using System.Collections.Generic;

public class Adventurer : MonoBehaviour {
    public Stats stats;
    public List<GameObject> inventory;

    // ...
}
```

```
using UnityEngine;
using System.Collections;
using System.Collections.Generic;

[System.Serializable]
public class RenewableStat {
    public int max = 10;
    public int current = 0;
}
```