**UC 21 – Quitting**

Data is stored onto server.

• Unity executes application quit routine in GameController class when user either closes the window or clicks the Quit UI button.

• GameController class calls PlayerManager class save to save all PlayerManager properties to DB.

• PlayerManager class calls Movement class save to save player’s currently location and rotation to DB.

• PlayerManager class calls Talents class save to save player’s talent tree and Skillpoints, in addition to all their buffs.

• PlayerManager class calls ThirdPersonCamera class save to save player’s camera location, direction, and rotation.

• PlayerManager returns to GameController class once all other player related classes have finished saving.

• GameController class calls EnemyManager class save to save enemy’s location, health, attack cooldown, rotation, aggression, and their own personal buffs.

• GameController class calls GiveQuest class save to save current quests, future quests, and completed quests.

• GameController quits application and returns control back to Unity once the game related classes save functions are finished.

App ends.

• Unity gains control and quits the application.