

The three storage mechanics I considered were JSON File Save, PlayerPrefs(Unity's built in system), SQLite Database).

I considered JSON because, based on our class discussion, it seemed like a common and flexible approach for saving data in games. However, it requires handling file paths and serialization manually, which can be unnecessary for a simple project. SQLite, on the other hand, is a lightweight, embedded database that allows developers to store and query structured data efficiently. It's great for games that track multiple players, detailed statistics, or leaderboards since it can handle large amounts of organized information. Hence being far too unnecessary with what I have. In contrast, PlayerPrefs is quick to implement, automatically saves between sessions, and works perfectly for lightweight data such as a single high score, making it the best fit for my project. Though it won't be as useful when it comes to larger and more complex projects.