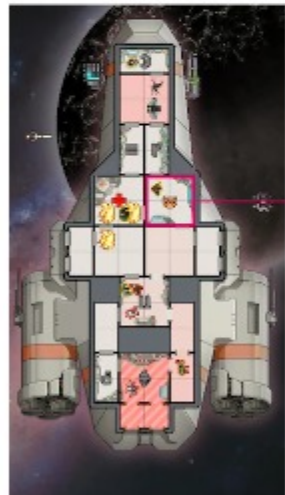


(alternativ über PlayerPrefs oder GameObject mit DontDestroyOnLoad)

Main / Ship (Scene)

MiniGameA (Scene)

MiniGameB (Scene)



Ship(GameObject)
 • CompartmentA(GameObject)
 • CompartmentB(GameObject)
 • CompartmentC(GameObject)
 • ...

