ISessionManager

+ void StartSession()
+ void EndSession()
+ double GetSessionDuration()

RollicSDK.Core.Interfaces. IStorageStrategy

+ void Save(string key, string data)
+ string Load(string key)
+ void Delete(string key)
+ bool Exists(string key)

~storage

RollicSDK.Core.SessionManager

+ SessionManager(IStorage Strategy storageStrategy)
+ void StartSession()
+ void EndSession()
+ void PauseSession()
+ void ResumeSession()
+ double GetSessionDuration()