

RollicSDK.Core.Interfaces.  
IStorageStrategy

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



PlayerPrefsStorageStrategy

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