## RollicSDK.Core.Interfaces. IStorageStrategy

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

## FileSystemStorageStrategy

- + FileSystemStorageStrategy (string directoryName="RollicSDK")
- + 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)