## RollicSDK.Core.Interfaces. IStorageStrategy

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



- + FileSystemStorageStrategy
  (string directoryName="RollicSDK")
  + void Save(string key.
  - + string Load(string key)

string data)

- + void Delete(string key)
- + bool Exists(string key)