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)

MockStorageStrategy

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

PlayerPrefsStorageStrategy

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