

## Save Game

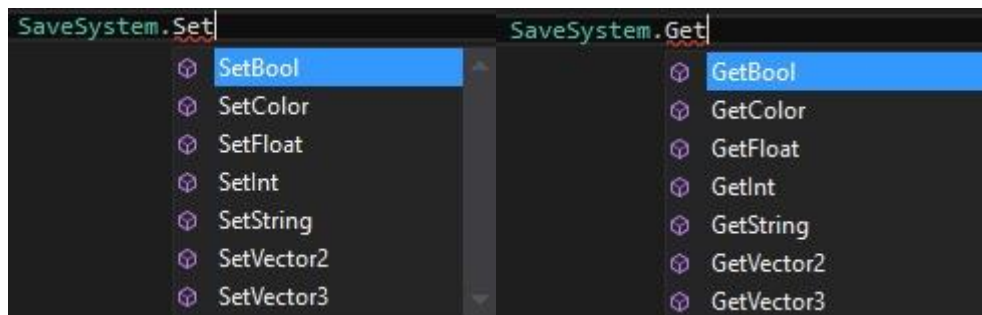
### Short Description

Save Game - with this tool you can save your game!

With the help of the function, you can save:

- String
- Bool
- Int
- Float
- Color
- Vector2
- Vector3

There are both Get and Set functions for saving.



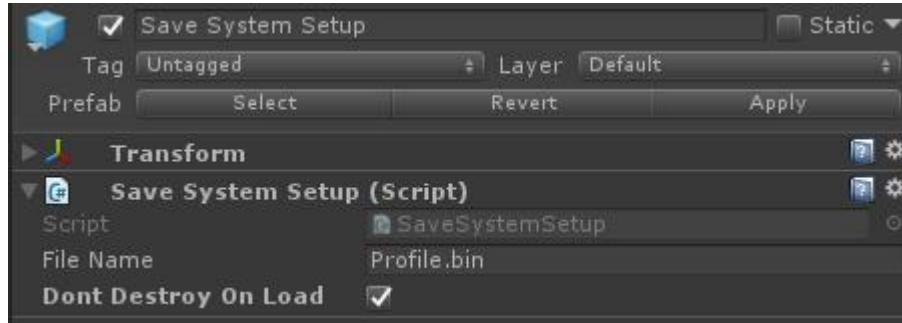
This is very similar to the built-in Unity system PlayerPrefs, the difference is that here we work with the file and we have the ability to use data encryption. Well, plus a couple of new features.

Let's note one important detail. To save to a file, we use BinaryFormatter, when we serialize the data, we can find the values in the final file, that is, among the text you can find the amount of the character's gold, for example. To solve this problem, we store the key values in encrypted form. They are encrypted by XOR before they are written to an array and are decrypted only after the request.

## How to use

In order to get started with "Save Game" you should:

1. Add script to the scene "SaveSystemSetup"



File Name - file to save with the specified resolution.

Don't Destroy On Load - the object will move from one scene to another (you only need to add it once)

2. In your scripts, save variables using functions:  
`SaveSystem.SetFloat("Name", variables);`
3. Load variables using function:  
`float variables = SaveSystem.GetFloat("Name");`
4. To save everything to a file, use the function:  
`SaveSystem.SaveToDisk();`

\* Saving to the file is performed automatically every time you exit the game, if you added the script to the game "SaveSystemSetup"!

## How to contact us

- Instagram: <http://instagram.com/amicecompany> \*Competitions will be held in the instagram.
- Asset Store: <http://u3d.as/6f2>
- Email: [vlaschenkovlad@icloud.com](mailto:vlaschenkovlad@icloud.com) \* It is desirable to write in the Instagram.