Saving Persistent Player Data in Unity

OVERVIEW AND SERIALIZATION CONCEPTS



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Overview and Serialization Concepts

Overview



Editor Serialization

JsonUtility and PlayerPrefs

Persistent Player Data

Working with JsonUtility and PlayerPrefs



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Creating a Persistent Player Data System



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Helpful Links



JsonUtility:
https://docs.unity3d.com/ScriptReference/JsonUtility.html

PlayerPrefs:
https://docs.unity3d.com/ScriptReference/PlayerPrefs.html

Script Serialization:
https://docs.unity3d.com/Manual/script-Serialization.html

Assets and Meta files:
https://docs.unity3d.com/Manual/BehindtheScenes.html

Unity YAML Scene format:
https://docs.unity3d.com/Manual/FormatDescription.html