Optional: Adding Analytics

Analytics, also known as metrics, are data automatically gathered by your game through scripts. They can help you see patterns in player behavior and experience. For example:

- Players die twice as often in Level 6 as in any other level.
- Players never use the "stun" move.
- On average, players spend only a few seconds getting through Level 3.
- Players never choose to save the space spiders from extinction.
- Only 2% of players solve the ham sandwich puzzle.

Here are two options for adding analytics to your game.

Text file

The first option is to use the bare-bones metrics script we've provided in a demo project for this assignment.

You'll have your scripts call the MetricManager when something happens that you want to track, e.g. a player death. The script will write out the results to a text file when your player closes the game. The text file will be called something like YourGameName_metrics_120719.txt and it will appear right next to your game's executable – that is, YourGame.exe or YourGame.app.

This option is simple and easy to set up, but it has limitations. It will only be useful for a small set of simple metrics, and you need to be able to get to the text file once it's generated. So either players will have to play the game on your computer, or you'll have to ask them to find the text file on their own computer after they've played the game.

Unity Analytics

The other option is to use Unity's free, built-in analytics. Here are a couple of tutorials on setting it up:

Brackeys *How to use Unity Analytics* (12 minutes, also covers Remote Settings)
https://www.youtube.com/watch?v=iCEQdP1TdwM

Unity3d.college shows a somewhat more sophisticated setup with a more realistic example.
https://unity3d.college/2017/04/09/unity-analytics/

And here is Unity's documentation:
https://docs.unity3d.com/Manual/UnityAnalytics.html

The analytics feature sends out information to Unity's online analytics service, which then displays the data on a web-based dashboard. The dashboard has several kinds of graphs and filters to let you explore your data. Unity Analytics is only a little harder to set up than the text-file option, and the dashboard's built-in graphs are great for most basic analytics.

However, it has the downside that you won't see your data right away. As you're setting up your events you can see the data inside the Unity Editor, so you can test your setup. But it can take several hours to a day before you see the results in your dashboard.