



TRACKING SDK

VOODOO

Abstract

Analytics sdk made with Unity for Voodoo and their corresponding studios.

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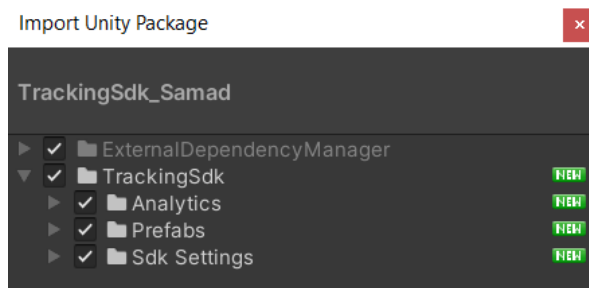
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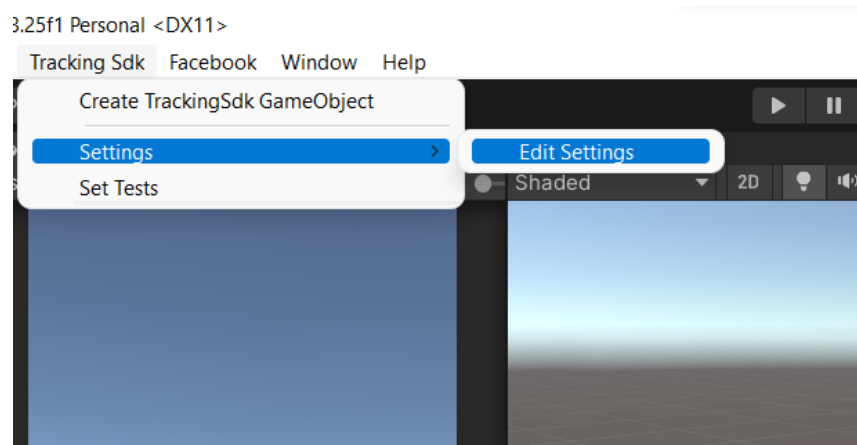
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PREREQUISITE

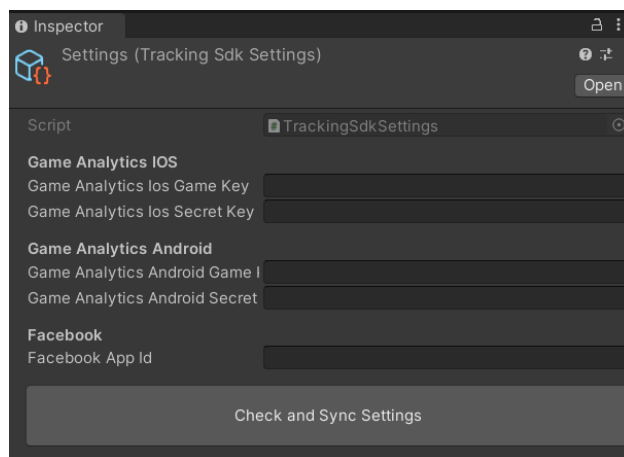
- Convert your project on desired build platform (Android /ios).
- Delete any Game Analytics or Facebook previously present in project.
- Import Tracking SDK.



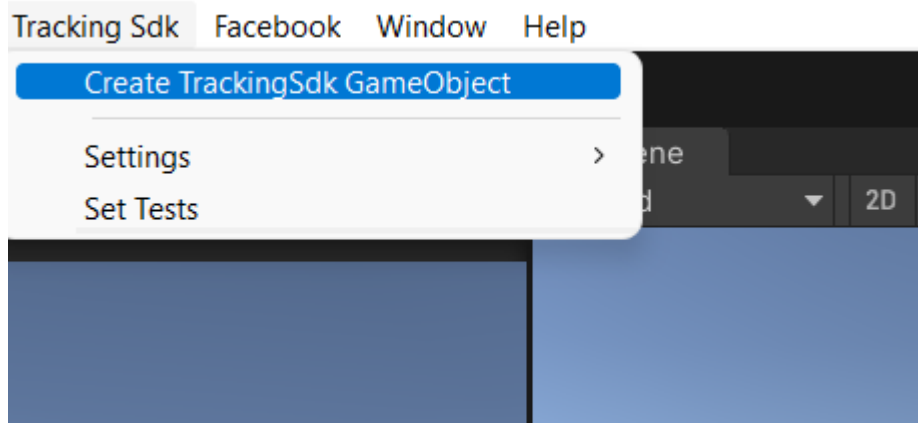
- After importing SDK you see the menu item of Tracking SDK. Click on the Tracking SDK->Settings->Edit Settings.



- Fill Keys for the desired platform and Click on “Check and Sync Settings” this will add keys to relevant SDK.



- From the menu go into Tracking SDK ->Create Tracking SDK GameObject, this will create gameobject in the scene which will initialize all SDKs.

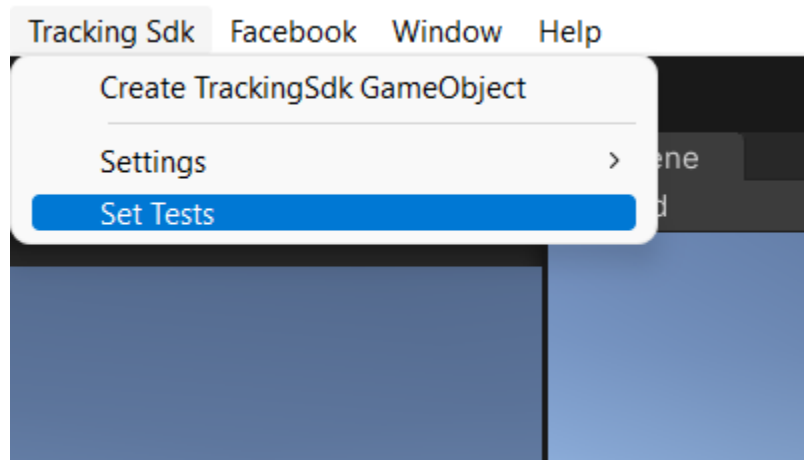


SCRIPTING

- On level start, call “TrackingSdkManager.GameStarted(level no)” and pass level number in it.
- On Level Fail, call “TrackingSdkManager.GameFailed(level no)” and pass level number in it.
- On Level Complete, call “TrackingSdkManager.GameFinished(level no)” and pass level number in it.

A/B TESTING

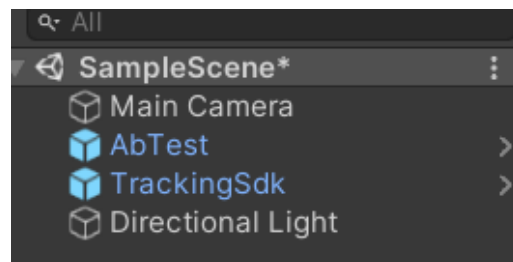
- Go to the menu item and Tracking SDK->Set Tests.



- Set desired tests in the settings which will show in the console and the analytics server and click button.



- After that you will see a prefab is added in the scene named as AbTest.



- Now make a build and check the logs in the server and from device.

KNOWN BUGS