Data Variables

There are two types of data being captured and transferred in most of the games.

1. Global Data
2. Local Data

Global Data Variables

Global variable are categorised into the following categories:-

Read only Data variables	Read & Write Data variables	Required to resume	Required to unlock - lock the levels
learningTrackid gameId gameVersion predGameId gamePath isActive isblocked isGameDownloadComplete attemptId gameName rewardsPerLevel Lang	startDateTime endDateTime totalRewards completedCount completed isMusic	totalRewards completed isMusic rewardsPerLevel lang currentLevel.level	Completed currentLevel.level currentLevel.presentationDone

Local Data Variables

These are the following local data variables:

- Local Data or Level-Wise data variables table:

Level0	
L0_PlayCount L0_CompletedCount L0_Completed L0_TimeSpent	
Level1	**Level1 Tutorial**
L1_PlayCount L1_CompletedCount L1_Completed L1_TimeSpent L1_IncorrectAttempts L1_CorrectAttempts L1_TutorialWatching L1_HintWatching	L1_TutorialCount L1_CompletedCount L1_TutorialCompleted or L1_TutorialDone L1_TutorialTimeSpent L1_TutorialCompletedCount
Level2	**Level2 Tutorial**
L2_PlayCount L2_CompletedCount L2_Completed L2_TimeSpent L2_IncorrectAttempts L2_CorrectAttempts L2_TutorialWatching L2_HintWatching	L2_TutorialCount L2_TutorialCompleted or L1_TutorialDone L2_TutorialTimeSpent L2_TutorialCompletedCount
Level3	**Level3 Tutorial**
L3_PlayCount L3_CompletedCount L3_Completed	L3_TutorialCount L3_TutorialCompleted or L1_TutorialDone L3_TutorialTimeSpent

L3_TimeSpent L3_IncorrectAttempts L3_CorrectAttempts L3_TutorialWatching L3_HintWatching	L3_TutorialCompletedCount
Level4	**Level4 Tutorial**
L4_PlayCount L4_CompletedCount L4_Completed L4_TimeSpent L4_IncorrectAttempts L4_CorrectAttempts L4_TutorialWatching L4_HintWatching	L4_TutorialCount L4_TutorialCompleted or L1_TutorialDone L4_TutorialTimeSpent L4_TutorialCompletedCount

Game/Level Specific Data Variables	
Game1	**Game2**
L1_IncorrectAttempts L1_CorrectAttempts L2_IncorrectAttempts L2_CorrectAttempts L3_IncorrectAttempts L3_CorrectAttempts L4_IncorrectAttempts L4_CorrectAttempts	L1_IncorrectAttempts L1_CorrectAttempts L2_IncorrectAttempts L2_CorrectAttempts L3_IncorrectAttempts L3_CorrectAttempts L4_IncorrectAttempts L4_CorrectAttempts
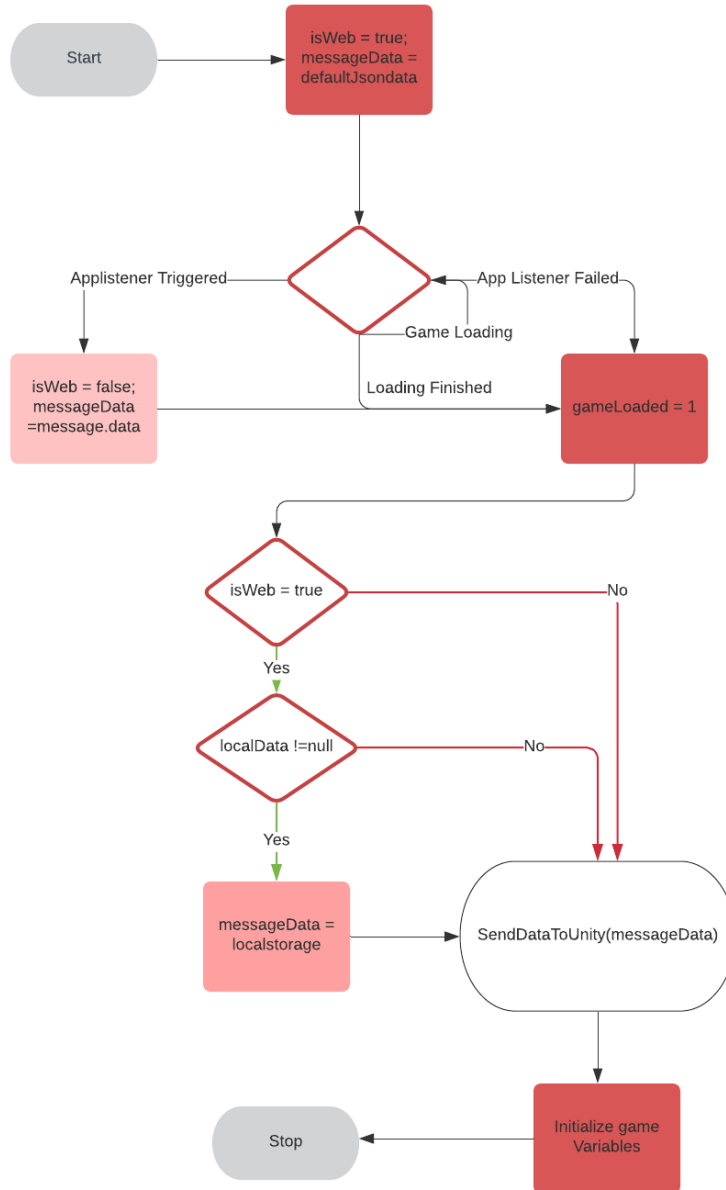
Questions:

1. When do we need to save/send the data to app/local storage? [Transfering]
    a. At the start of each level.
    b. At the end of each level.
    c. At the end of the game.
    d. On click of music buttons.