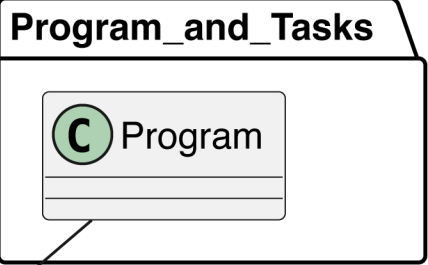
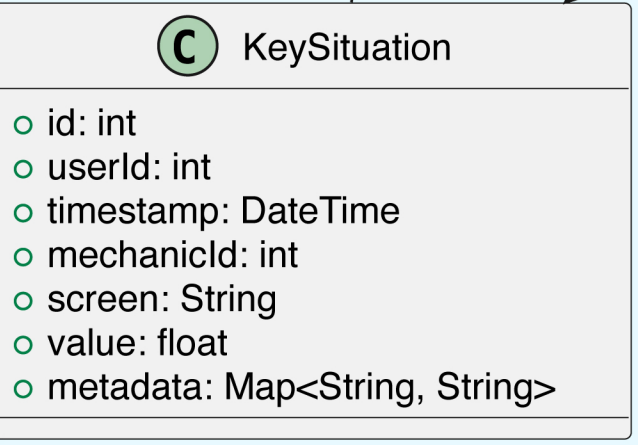
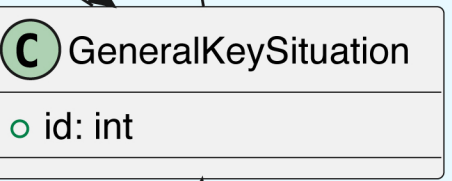
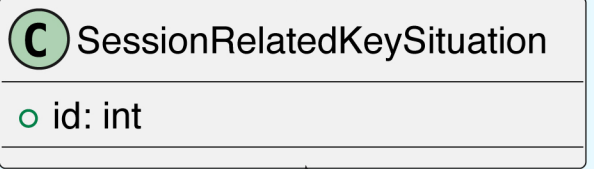
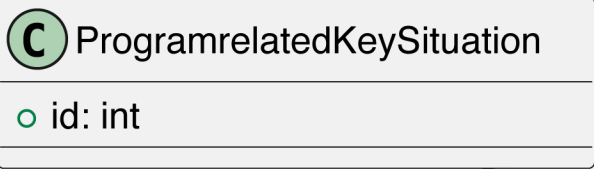
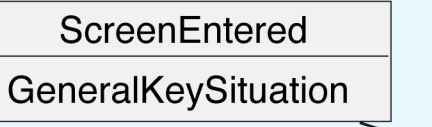
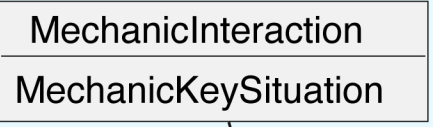
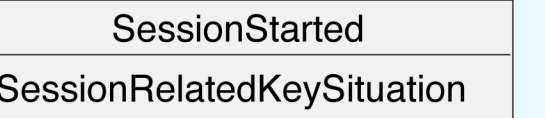
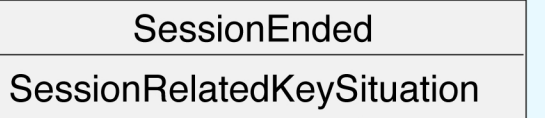
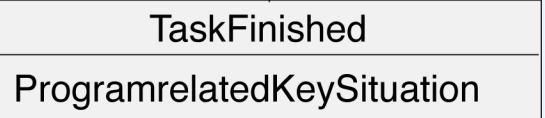
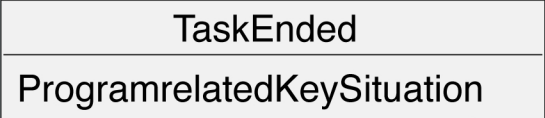
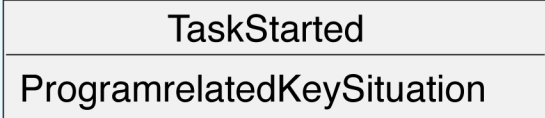


informedBy



KeySituations



triggers



Used for mechanic-specific behavioral tracking, including mechanic activation, frequency, success/failure, and feedback.

Used for logs unrelated to specific game mechanics, such as screen visits, general engagement, or app usage.

Generic KeySituation structure used for multiple behavioral logs, such as screen visits, mechanic usage, and session tracking.

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