**State of the Art**

Index:

* Data Collection:
  + How do I actually collect data?
* Data Visualization:
  + How do I make it better than unity’s?

Programs

* Unreal Engine
  + https://docs.unrealengine.com/en-US/TestingAndOptimization/Analytics/index.html
* Unity
  + <https://docs.unity3d.com/Manual/UnityAnalyticsOverview.html>

Some aspects require pro

Improvements:

* Easier implementation
* Heatmaps post shipment
* Your own data?

Links to look

[**https://forum.unity.com/threads/starting-my-mmo-with-sql-server-in-javascript.77447/**](https://forum.unity.com/threads/starting-my-mmo-with-sql-server-in-javascript.77447/)

[**https://forum.unity.com/threads/sending-receiving-data-to-from-a-server.194836/**](https://forum.unity.com/threads/sending-receiving-data-to-from-a-server.194836/)

**https://www.toptal.com/designers/data-visualization/data-visualization-tools**

**TODO:**

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