

Analytics Manager

This package is an analytics manager. The intent is to make it very easy to switch between analytics tools whenever you need. Maybe you're testing a new analytics product, and want to check if it serves your needs. Or maybe you require certain capabilities from one analytics tool that another doesn't provide.

This tool helps you easily manage where to direct your events without having to change code in multiple places.

For now, we only support Google Analytics, but we will be shortly supporting Amplitude and MixPanel.

How to Initialize

Drag the prefab PfAnalyticsManager into the scene.

Implementing Firebase Analytics

To use Firebase, you will need to install the Firebase SDK from Google and setup firebase as mentioned here: <https://firebase.google.com/docs/unity/setup>

Install the GameDevFolksFirebaseAnalytics package.

Drag the prefab PfFirebase into the scene.

Look at the FirebaseAnalytics/ExampleScripts.cs to see how to log events.