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| **Zool Analytics** A brief explanation on the current types of data collected, as a part of the Zool analytics. |

**Encrypted Player ID:** At the start of the game, we check to see if the player has an encrypted player ID assigned to them, if not we create one for them. This Encrypted ID is MD5 encoded and salted with the time of creation.  It allows us to tell each player apart but it is impossible to reverse or even re-create on the original console and so would be considered anonymous in the eyes of GDPR.

**Event Timestamp:** The timestamp for each post request. E.g. 2023-02-21T14:04:18.598000

**The following are recorded using their event id (0-17):**

1. **Health Warning:** Whether the health warning assist is turned on or off. Boolean; 0 for false or 1 for true.
2. **World:** The world the player has completed a level in. An integer from 1 to 7.
3. **Level:** The level completed within the current world. An integer from 1 to 4.
4. **Number of Deaths:** The number of times the player has lost all their health and died within the level.
5. **Total Time:** Total time to complete the level (or game over) in seconds.
6. **Health Picked Up:** Number of health pick-ups collected in the level. This can be > **Health Recovered** if player picks up while on max health
7. **Health Recovered:** Number of times the player picks up health when they were missing one or more health.
8. **Health Recovered (Low Health):** Number of times the player picks up a health pick-up when they when on one health.
9. **Health Pick-ups Spawned:** Total number of health pick-ups spawned in the level. Doesn’t mean they were visible if player is moving fast.
10. **Number of Times Low Health Occurred:** The number of times the player went into low health.
11. **Total Inputs:** Total count of controller inputs the player produced during that level. Resets when the player restarts the level.
12. **Time in Low Health:**  The time spend whilst on one health. **Total Time** – **Time In Low Health** provides the inverse
13. **Inputs in Low Health:** Controller inputs whilst on one health. **Total Inputs** – **Inputs In Low Health** provides the inverse.
14. **Score:** Score at level completion
15. **Giant Collectibles:** The number of giant collectibles collected within each level. 0-3
16. **Collectible Badge:** Awarded for collecting over a target % of collectibles. Boolean; 0 for false or 1 for true.
17. **Time Badge:** Awarded for beating a target time. Boolean; 0 for false or 1 for true.
18. **Game Over.** Player has died. Boolean; 0 for false or 1 for true.

For each level you will either have Event IDs 15&16 **OR** 17 as they are mutually exclusive (you don’t get any badges if you fail)