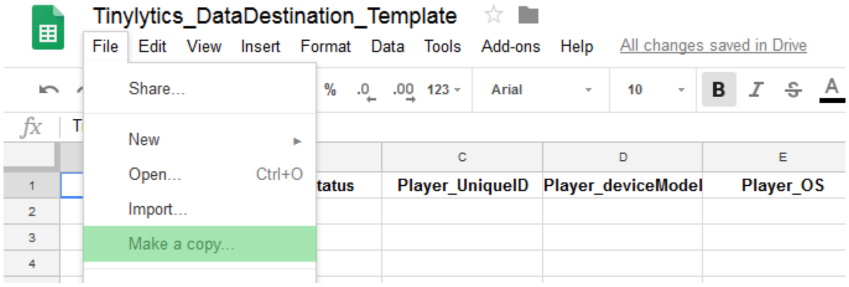
Tinylytics User Guide v0.3

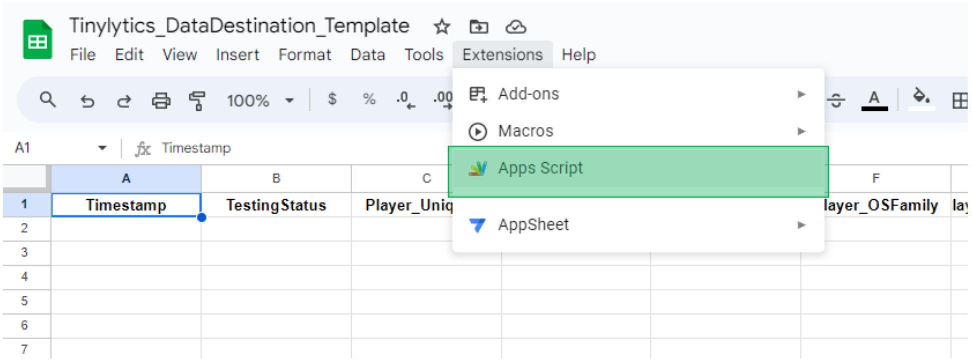
Initial Setup Guide

1. Navigate to this template sheet and make a copy. Name it whatever you'd like (and you can rename it whenever you want later too).

https://docs.google.com/spreadsheets/d/1afYRzPYwN3HHg_G63SF9lM1i2gaFDpsbTZCkur6cVnk

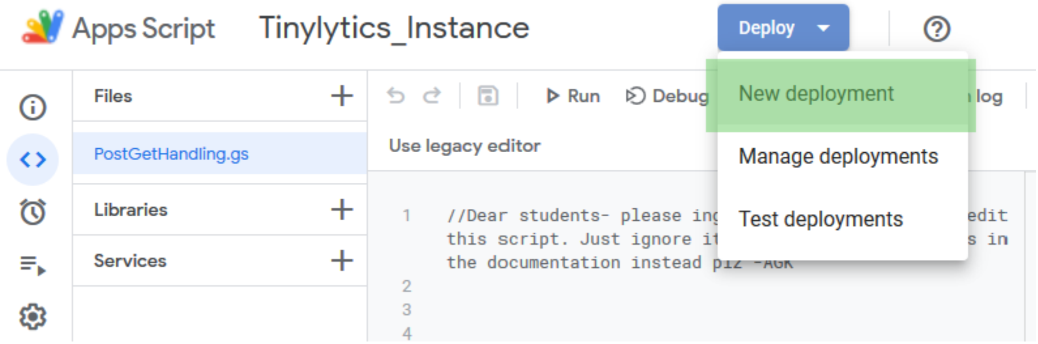

Tinylytics_DataDestination_Template
File Edit View Insert Format Data Tools Add-ons Help
All changes saved in Drive
Share...
New
Open... Ctrl+O
Import...
Make a copy...
Arial
10
C D E
tatus
Player_UniqueID
Player_deviceModel
Player_OS

2. In your new copy, go to Extensions > AppsScript



This will open a new tab, a project named Tinylytics_Instance, with a single script called PostGetHandling.gs

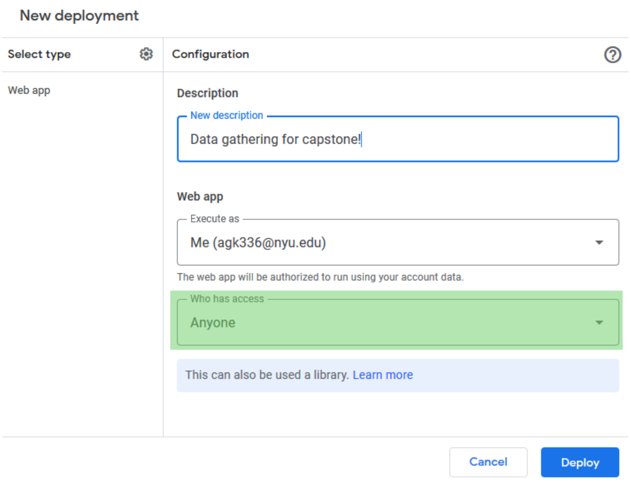
3. Go to Deploy > New Deployment…



```
//Dear students- please ing        edit
this script. Just ignore it        s in
the documentation instead plz -AGK
```

4. That will bring up a prompt like the following. Enter a quick description for what you're using this for. Change "Who has Access" to "Anyone".

Then click "Deploy"



New deployment

Select type

Web app

Configuration

Description

New description: Data gathering for capstone!

Web app

Execute as: Me (agk336@nyu.edu)

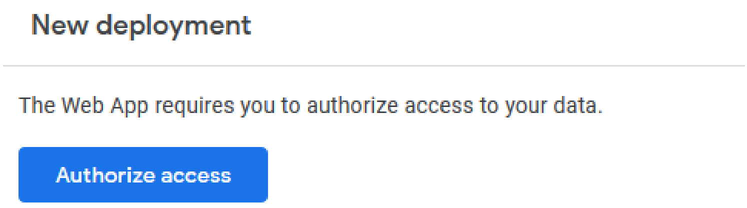
The web app will be authorized to run using your account data.

Who has access: Anyone

This can also be used a library. Learn more

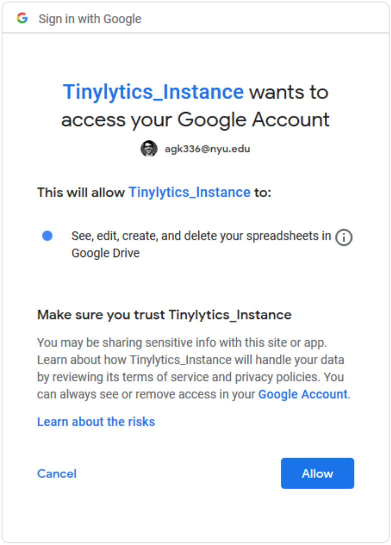
5. An Authorization Required prompt may appear. If so, click "Authorize Access" and then "Allow"

Note: This is only affecting the view/edit permissions for this particular workbook. No one else has access to your data.



New deployment

The Web App requires you to authorize access to your data.



Sign in with Google

Tinylytics_Instance wants to access your Google Account

agk336@nyu.edu

This will allow Tinylytics_Instance to:

- See, edit, create, and delete your spreadsheets in Google Drive

Make sure you trust Tinylytics_Instance

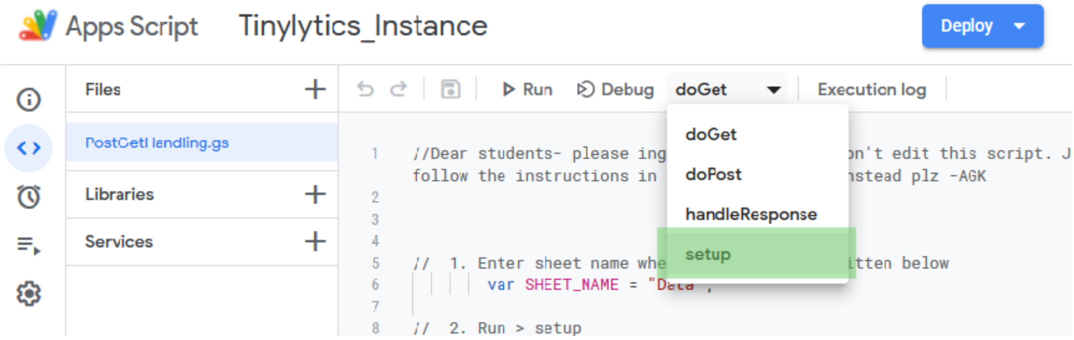
You may be sharing sensitive info with this site or app. Learn about how Tinylytics_Instance will handle your data by reviewing its terms of service and privacy policies. You can always see or remove access in your Google Account.

Learn about the risks

6. After a short delay, the project is displayed. Click "Done" to close the deployments window.

7. Click the dropdown at the top of the code editor, and select the “Setup” function. Then click “Run”.

If the authorization prompt didn’t appear earlier, it should now.



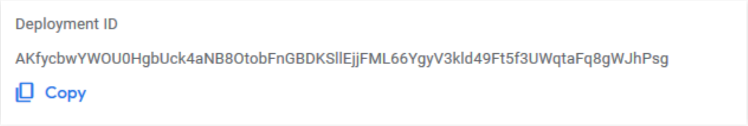
```
//Dear students- please ing              n't edit this script. J
follow the instructions in               nstead plz -AGK


//  1. Enter sheet name whe              itten below
    var SHEET_NAME = "Data";

//  2. Run > setup
```

8. After running the setup function, navigate again to “Deploy”, and “Manage Deployments”.

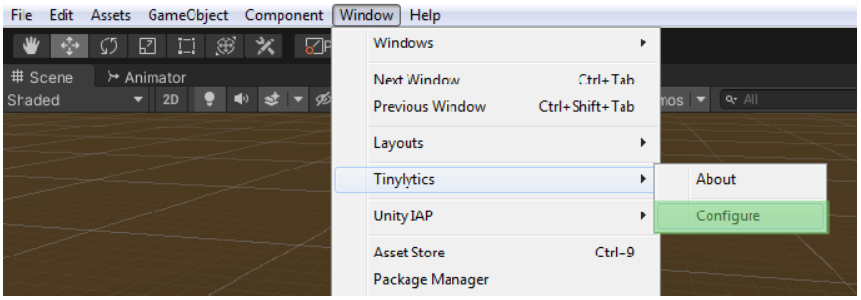
We need the “Deployment ID”, it’s a long code of letters and numbers. Copy it.



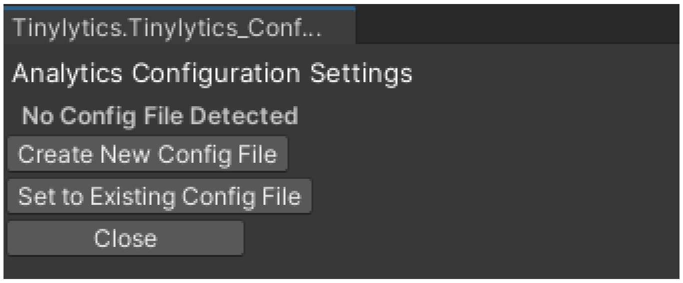
Deployment ID

AKfycbwYWOU0HgbUck4aNB8OtobFnGBDKSllEjjFML66YgyV3kld49Ft5f3UWqtaFq8gWJhPsg

9. Back in Unity, click Windows > Tinylytics > Configure, to bring up the config window.



10. Click “Create New Config File”



Analytics Configuration Settings

No Config File Detected

10. Paste the code from step 8 into the Deployment ID field. Close this window.

11. To check if it’s working, go to Assets / Tinylytics_AnalyticsTool / _DemoScene

Click on “ExampleScene” and hit play, wait a moment, and then exit play mode. Now go back to your data sheet. If you did everything correctly, you should see data populated!

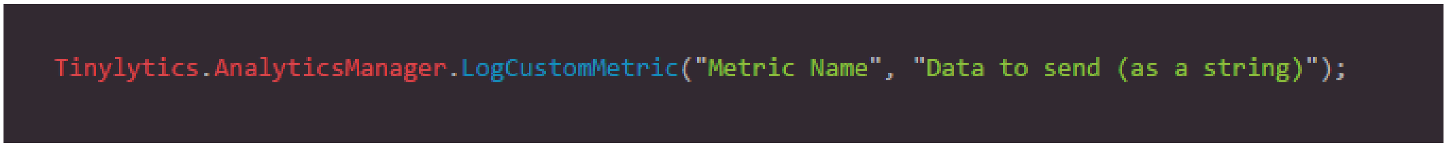
How to Track Data

Option 1: Call using code

In any of your scripts, you can log a data event by calling Tinylytics.AnalyticsManager.LogCustomMetric. You need to supply the metric name, and the data, which must be formatted as a string (if it is a int or float etc, use the .ToString() method when passing the data).

In this manner, you can embed the analytics tracking directly into your gameplay scripts.

Caution: The game can only send so much data at once. Do not log data in the Update() loop!



```
Tinylytics.AnalyticsManager.LogCustomMetric("Metric Name", "Data to send (as a string)");
```

Option 2: Customize the Analytics Manager

If you're an advanced user, you can customize the analytics manager yourself. It's located in Assets > Tinylytics_AlayticsTool > Backend, open AnalyticsManager.cs

You could write your own tracking commands here. "LogSessionPlaytime" is an example of how the manager could track playtime, and report it whenever called. In this way, you can extend Option 2 by consolidating your reporting code here.

Lastly to disable analytics:

Navigate to Assets/Tinylytics_AnalyticsTool/Resources/

Click on the Tinylytics_BackendManager prefab, and Uncheck "Analytics_Enabled". If this is unchecked, no data will be sent.