Logs information

📝 **KPIs Drafts**

▼ **User-related Events:**

1. LoggedIn - The user logs into the app.

2. LoggedOut - The user logs out of the app.

3. AddFriend - The user adds a friend within the app.

▼ **Gameplay-related Events:**

1. PlayPiece - User plays a game piece, recording match ID, game name, time spent, and action name.

2. ButtonPress - User presses a button during gameplay, recording similar details as PlayPiece.

3. PausedGame - User pauses a game, recording match ID, game name, and time spent.

4. ExitGame - User exits a game, recording match ID, game name, and time spent.

5. BackToLobby - User goes back to the lobby from a game, recording the current game.

6. GameReconnect - User reconnects to a game, recording match ID, game name, and time spent.

7. DemoResult - Records the outcome of a demo game, specifying whether it's a win, loss, etc.

8. GameStats - Records game statistics for a specific step.

▼ **In-app Purchase Events:**

1. IAPSystemFails - An error occurs in the in-app purchase system.

2. InitiatePurchaseWithMoney - User initiates a purchase with real money, recording the product and value.

3. PurchaseFailure - A purchase attempt fails, recording the product and error.

4. PurchaseSucceeded - A purchase is successful, recording the product and value.

5. SpendCoins - User spends virtual coins on a product, recording the product and amount.

6. PurchaseWithCredits - User purchases with in-game credits, recording the product and value.

7. WonReferralCredits - User wins referral credits, recording the amount and whether it's for premium content.

8. BalanceAndPremium - Records the user's current balance and premium status.

9. WonReferral - User wins a referral reward, recording the number of referrals.

10. StorePurchase - Records store purchases, including product type, payment method, value, and success status.

11. ActivateTicket - User activates a ticket, recording the product, acquisition time, and activation time.

12. GiveReward - Records when a user receives a reward, specifying reward type, amount, and associated product.

▼ **Other Events:**

1. StateOpen - Records when a state within the app is opened.

2. LoadingStarted - Records when loading of a state starts.

3. LoadingFinished - Records when loading of a state finishes, including loading time and game ID.

4. GameRequest - User requests information about a game.

5. GameInfo - Records when user accesses game information.

6. GameChoose - User chooses a game, specifying the game ID and whether it's a demo.

7. OnboardingEditName - User edits their name during onboarding.

8. OnboardingConfirmProfile - User confirms their profile during onboarding.

9. OnBoardingClick - User interacts with onboarding, specifying step or click action.

10. EditName - User edits their name in the profile.

11. ConfirmProfile - User confirms their profile, recording success status.

12. SharedLink - Records when a user shares a link, including the current game and connected users.

13. ConnectedToRoom - User connects to a room, recording game and connected users.

14. ChangedPlayerTeam - Records when a player changes teams in a lobby.

15. TriedToConnectedToTv - User attempts to connect to TV, recording game, connected users, and platform.

16. ConnectedToTv - User successfully connects to TV, recording game, connected users, and platform.

17. TriedToStart - User attempts to start a game, recording game, connected users, and fail reason.

18. StartedDemoMatch - Records the start of a demo match, including match ID, game name, and demo status.

19. StartedTutorial - Records the start of a tutorial match, including match ID and game name.

20. StartedMatch - Records the start of a match, including match ID, game name, user counts, and more.

21. JoinRoom - User joins a room, recording success status.

22. MatchStartedWithConfig - Records the start of a match with its configuration.

23. MatchEndedWithConfig - Records the end of a match with its configuration.

▼ **Missing Events:**

1. Error and Crash Events- Tracking errors and crashes that occur within the app can provide insights into issues users might be facing, helping you prioritize bug fixes.

2. User Feedback and Ratings- If users can provide feedback or rate the app, track events when users submit feedback or rate the app on app stores.

3. User Churn Events- Events that track when users stop engaging with the app or uninstall it can help you identify churn points and improve user retention strategies.

4. Settings Changes- If users can change settings within the app, track events when users modify settings or new settings are added

▼ **Google Analytics:**

Event Name	Description
app_clear_data	When the user resets/clears the app data, removing all settings and sign-in data Android only
app_exception	When the app crashes or throws an exception

Event Name	Description
app_remove	When an application package is removed (uninstalled) from an Android device Android only
app_update	When the app is updated to a new version and launched again The previous app version id is passed as a parameter.
dynamic_link_app_open	When a user re-opens the app via a dynamic link. (depprecated)
dynamic_link_first_open	When a user opens the app for the first time via a dynamic link. (depprecated)
firebase_campaign	When the app is launched with campaign parameters
first_open	The first time a user launches an app after installing or re-installing it This event is not triggered when a user downloads the app onto a device, but instead when he or she first uses it. To see raw download numbers, look in Google Play Developer Console or in iTunesConnect. Supports measuring first_open conversions for users who accept Apple's iOS 14 app-tracking prompt.
in_app_purchase	When a user completes an in-app purchase, including an initial subscription, that is processed by the Apple App Store or Google Play Store The product ID, product name, currency, and quantity are passed as parameters. This event is triggered only by versions of your app that include the Google Analytics for Firebase SDK. Android:

Event Name	Description
	To see in-app purchase data for Android apps, link Analytics to Google Play. Note that Analytics doesn't automatically measure paid-app purchase revenue. Also, your reported revenue in Google Analytics may differ from the values you see in the Google Play Developer Console. Analytics ignores events that are flagged as invalid or tests. Learn more about testing Google Play billing. iOS: Note that Analytics doesn't automatically measure paid-app purchase revenue and refunds. Analytics ignores events that are flagged as invalid or sandbox.
notification_dismiss	When a user dismisses a notification sent by Firebase Cloud Messaging (FCM)Android only
notification_foreground	When a notification sent by FCM is received while the app is in the foreground
notification_open	When a user opens a notification sent by FCM
notification_receive	When a notification sent by FCM is received by a device when the app is in the background Android only
os_update	When the device operating system is updated to a new version. The previous operating system version id is passed as a parameter
screen_view	When a screen transition occurs and any of the following criteria are met: No screen was previously set The new screen name differs from the previous screen name

Event Name	Description
	The new screen-class name differs from the previous screen-class name The new screen id differs from the previous screen id
session_start	In Analytics, a session initiates when a user either opens your app in the foreground or views a page or screen and no session is currently active (e.g. their previous session has timed out). By default, a session ends (times out) after 30 minutes of user inactivity. There is no limit to how long a session can last.
user_engagement	When the app is in the foreground or webpage is in focus for at least one second.