

Date in UTC is in the last 7 days

Overview: Event Delivery Validation

This dashboard verifies whether all telemetry events are successfully reaching the database, across all platforms and builds tested.

It answers:

- Are all expected events sending data to the DB?
- Which events are failing (❌) and require fixes?
- Is the telemetry pipeline functioning consistently across core flows (Agregate, Session Start, IAP, etc.)?
- Are newly added or recently modified events firing as intended?

Platform Name		Build version		Build Number	
	Platform Name ^		Build Version v		Build Number v
1	amazon	1	⌀	1	⌀
2	android	2	1.1.14.8	2	344,443
3	ios	3	1.1.14.4	3	344,425
4	other	4	1.1.14.1	4	344,412
5	server	5	1.1.14.0	5	344,091

Event Validation Status by Category

Shows whether each event is sending data to the DB. A checkmark (✅) indicates successful ingestion; a cross (❌) indicates n...

Agegate		
	Event Name ^	Firing or Not
1	agegate_prelaunch	✓
2	agegate_result	✓
3	postagegate_initialization	✓
4	preagegate_initialization	✓

P1		
	Event Name ^	Firing or Not
1	agegate_prelaunch	✓
2	agegate_result	✓
3	battlepass_collect	✓
4	battlepass_complete	✓
5	character_rankup	✓
6	combat_end	✓
7	combat_start	✓
8	combat_start_character	✓
9	combat_start_collection_item	✓
10	core_heartbeat	✓
11	core_session_start	✓
12	ftue_flow	✓
13	motherbox	✓
14	motherbox_choice	✓
15	player_login	✓
16	postagegate_initialization	✓
17	preagegate_initialization	✓
18	quests_collect	✓
19	quests_complete	✓
20	reserve_league_edit	✓
21	resource_flow	✓
22	roster_snapshot	✓
23	wallet	✓
24	wb_iap_event	✓
25	wb_iap_grant	✓
26	wb_install	✗
27	wb_sdk_initialized	✓

P2/P3/P4			
	Event Name	P2 P3 P4 ^	Firing or Not
1	equipment_mana...	P2	✓
2	equipment_stren...	P2	✓
3	resonance	P2	✓
4	character_retrain	P3	✓
5	digital_universe	P3	✓
6	elseworlds_adren...	P3	✓
7	elseworlds_choice	P3	✓
8	elseworlds_roster	P3	✓
9	exploration	P3	✓
10	guild_accept	P3	✓
11	guild_create	P3	✓
12	guild_mercenary_...	P3	✓
13	guild_mercenary_...	P3	✓
14	pvp_beast_arena	P3	✓
15	pvp_defense_team	P3	✓
16	pvp_unrestricted...	P3	✓
17	squad_dispatch_...	P3	✓
18	system_recovery	P3	✓
19	pvp_beast_arena...	P4	✓

Singular		
	Event Name ^	Firing or Not
1	singular__iap__	✓
2	singular_core_session_start	✓
3	singular_tutorial_started	✓