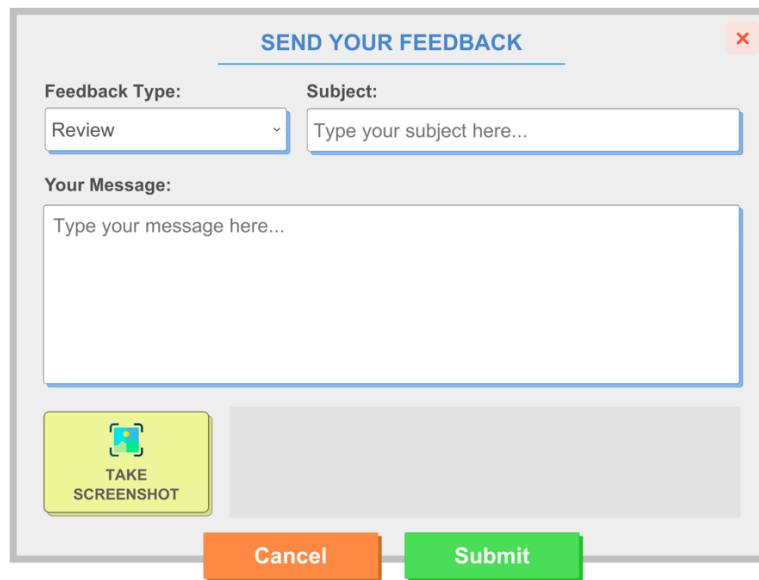


ADVANCED FEEDBACK AND BUG REPORTING FORM WITH SCREENSHOTS AND DRAWING

1. Introduction:

You can easily add Feedback and Bug Reporting form into your games by only drag and drop a single prefab on your scene and activate Unity official free-to-use “Cloud Diagnostics \ User Reporting” feature.



To improve their game and keep its review point high on the Stores, developers should definitely put a form into their game somewhere for players. So, players can;

- **Report performance issues** (Good for developers so they can have chance to know how their games are running on different devices).
- **Give Feedback** (It is very important to listen the players’ thoughts and ideas about the game)
- **Express Appreciation** (It is always good for motivation of developers)
- **Report Bugs and Issues** (Players can report their issues and bugs they faced instantly).

2. How the Package is working?

Unity has free service called Cloud Diagnostics\User Reporting. The package is using it for storing and reporting the bugs and feedbacks.

You can easily download the official package and import it into your project. After linking the game with a Unity project on the panel, it is ready to use.

No Database need! No Firebase integration need! No Server costs and configurations!

Just create a project on Unity.com and link it with your game by using Project Settings\Services. That's easy.

3. What are the Features of the Package?

The package has got all the features you need for reporting bugs, issues, feedbacks and performance issues. You can see all the features listed below:



Take and Attach Multiple
(up to 3)
Instant Screenshots



Customize the
Screenshots by Drawing
and Painting feature



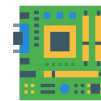
Report all crashes and
diagnostics in Background
automatically



Easy to Integrate with
Scenes. Just drag and drop
the prefab



No Database or Hosting
need. Works with Free
Unity Cloud Diagnostics

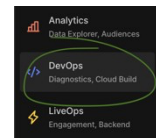


Log and view all Hardware
details of the reporter
players.

4. Step by Step Installation of the Package

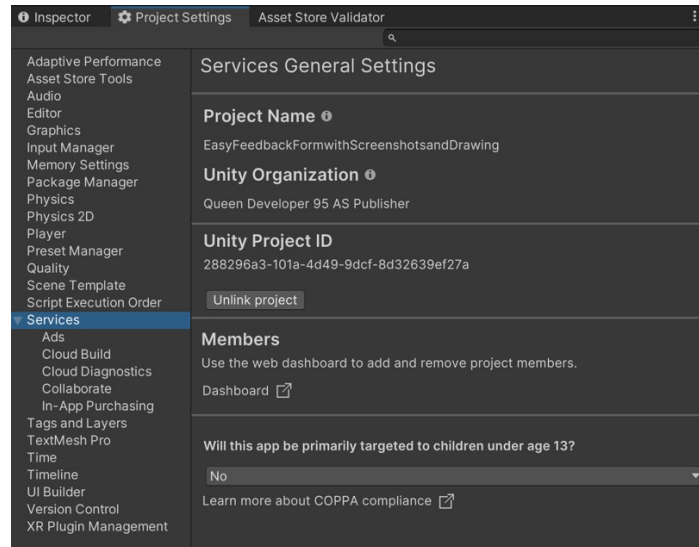
You can follow the steps listed below in order to use the package:

1. Create an account on Unity.com if you don't have.
2. Go to Unity.com and Create your Project.
3. Navigate to your Project's Dashboard and go to DevOps. Check Cloud Diagnostics\User Reporting. The package will be sending all feedbacks here and you will be able to see all the reports here listed.

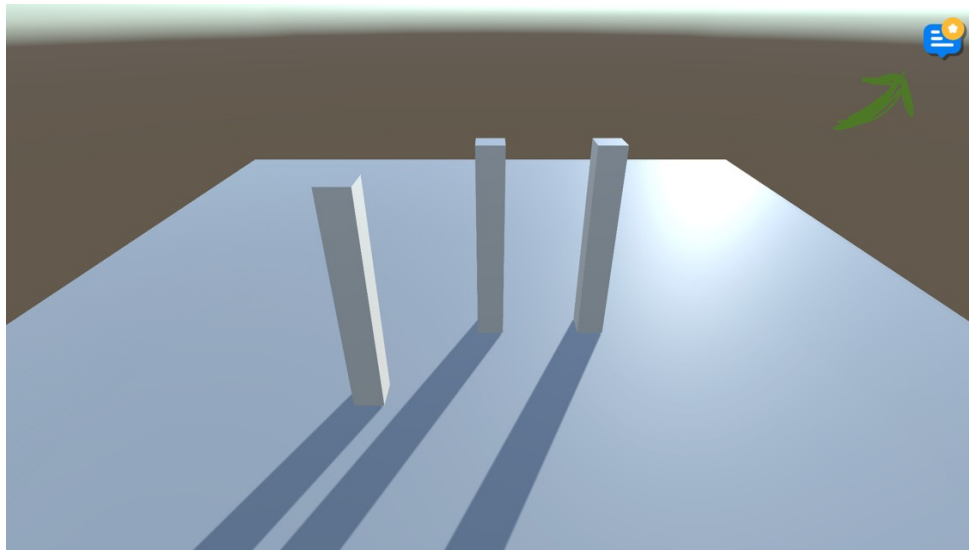


Everything looks like ready to go on Unity.com side. Now, it is time to link the created project on Unity.com with your game on Unity.

1. Open your project on Unity and import Advanced Feedback and Bug Reporting Package.
2. You will see some errors. Don't worry 😊
Download Unity's User Reporting SDK via this official link: <https://docs.unity.com/cloud-diagnostics/UserReporting/SettingupUserReporting.html>
Import appropriate Unity's User Reporting package depending on your Unity version.
3. Go to Edit \ Project Settings \ Services and Link the project with you created on Unity.com.



Integration process between your project and Unity User Reporting has been done. Now, you can use the form on your Scene. For doing this just go to AdvancedFeedbackAndBugForm\Prefabs. Drag and drop AdvancedFeedbackAndBugForm prefab to your scene.



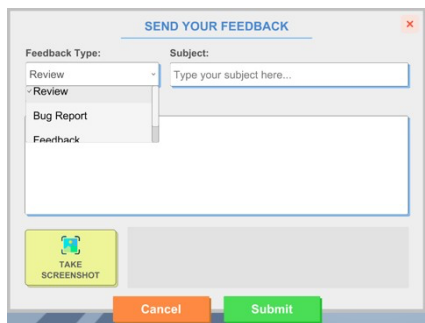
After you put the prefab in to your Scene, a Button will appear on top right side. This Button is to show Feedback Form. When you click it, the form will be shown. But you don't need to use it:

If you want to open Advanced Feedback form by your own UI, just hide this button. You can show or hide form by using these code:

```
LogManager.Instance.OpenLogPanel();  
LogManager.Instance.CloseLogPanel();
```

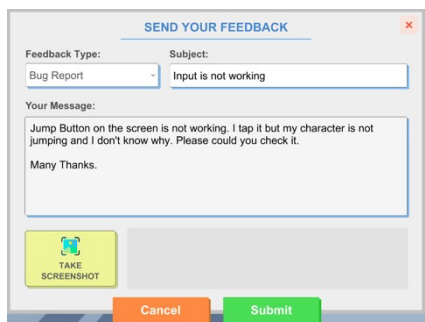
5. How will Players use the Form?

Players will use the form very easily. It is user friendly and has got clear UI.

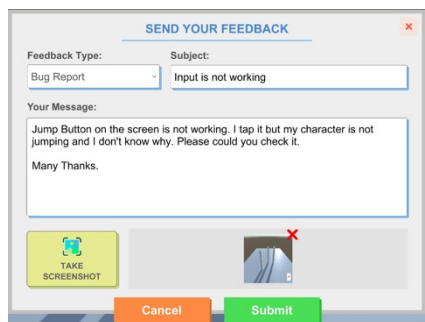


1. Player will select the Feedback Type. These are:

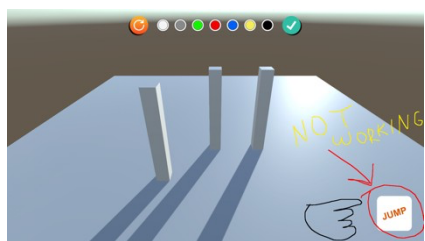
- Review
- Bug Report
- Feedback
- Performance Issue



2. Player will type the Subject with few words and after that he can type his message in details.



3. By pressing to “TAKE SCREENSHOT” button, the package will hide the form for a moment and take full screenshot. Players are allowed to take up to 3 Screenshots. He can remove it. By pressing EDIT button on screenshot, he can edit it as well.



4. The package has got very handy Draw and Paint feature. Player is able to use these features and can edit the screenshot easily. There are lots of color options.

5. Player can send the form by simply pressing “Submit” button.