IMPORTANT NOTES ABOUT THIS GAME PLAY SESSION

For some reason there was no event log associated with the player’s second session. And the userProgress labeled as their first session. With this player it was noted in our game play notes, that during the player’s first game play session they didn’t complete the tutorial before they had to leave and go home, and so the RA had to shutdown the game as it was, because the game doesn’t allow you to save it in the tutorial