# xAPI Analytics Plan

## Verb/Statement Map

| Event | Actor | Verb | Object |
|---|---|---|---|
| Level Started | Unicycle Samurai | Initialized | Level |
| Hit | Attacking player | Hit | Defending Player |
| Round Win | Winning player | Won | Round (level in extensions) |
| Match Win | Winning player | Won | Match (level in extensions) |
| Tie | Unicycle Samurai | Tied | Round (level in extensions) |

## Context Activities

**Level** (ID in format https://unicyclesamurai.com/xapi/levels/{level-name})
**Mode** (https://unicyclesamurai.com/xapi/mode/one-player or
https://unicyclesamurai.com/xapi/mode/two-player)

## Extensions Map

All extensions are Context Extensions. All IDs begin
https://unicyclesamurai.com/xapi/extensions/

| ID | Data Type | Description | Sent on Event? | | | | |
|---|---|---|---|---|---|---|---|
| | | | Start | Hit | Round Tie | Round Win | Match Win |
| roundWin | Boolean | Did the hit end the round? true/false | | X | | | |
| clashes | Int | Number of sword/ninja star clashes in round | | X | X | X | |
| build-version | String | Game version | X | X | X | X | X |
| winning-player-hp | Number | Winning player's remaining HP | | | | X | X |

| Name | Type | Description | | | | | |
|---|---|---|---|---|---|---|---|
| total-rounds | Number | How many rounds this is out of | | | | | X |
| rounds-played | Number | How many rounds were played this match | | | | | X |
| rounds-to-win | Number | How many rounds it takes to win the match | | | | | X |
| winning-player-has-speed-buff<br>winning-player-has-turning-buff<br>losing-player-has-speed-buff<br>losing-player-has-turning-buff | Boolean | If each player has the movement buffs<br><br>*For ties, player1- and player2- rather than winning-and losing-*<br><br>*For hits, winning- refers to attacker and losing- to defender* | | | X | X | |
| winning-position-{x,y,z}<br>winning-rotation-{x,y,z}<br>losing-position-{x,y,z}<br>losing-rotation-{x,y,z} | Number | Position and rotation of winning and losing player<br><br>*See notes above* | | | X | X | X |
| winning-player-pickup-count<br>losing-player-pickup-count | Number | How many total puffs (movement and activation) each player has<br><br>*See notes above* | | | X | X | |
| cause-of-death | String | One-word description of cause of death/win | | | X | X | X |
| seconds-remaining | Number | How many seconds remain in the round | | | X | X | |

Registration ID generated at start of level, ties entire session together