

**Metroid II: Return of Samus
Tracking Plan**

Remarks
Each enemy, item and kill zone placed in the game has an ID (identification number). It serves to identify the precise object and track it down. There are multiple types of Metroids: Alpha, Gamma, Zeta, Omega or Queen. Queen Metroid is the final boss of the game.
Each room in the game also has an ID, to keep track of the position of the player and each object placed on the map. Whenever the camera transitions, it transitions to a new loaded room.
Items are upgrades for Samus Aran's suit, they grant different abilities to the player
It is possible to beat the game with only the Bombs and Ice Beam upgrade. There is no completion percentage implemented in the game.
There are three types of collectibles: Small Energy Unit, Big Energy Unit and Missiles. Energy Units restore energy, which is an indicator of the player's health.

Number	TrackerName	Trigger Condition	Additional Variables	Notes
1	StartGame	The player just pressed the Start Button at the Title Screen	SavePointId, EnergyPoints, MissileNumber, ItemList, MetroidCounter	Returns the ID of the save point, the remaining number of energy points and missiles of the player, the list of items the player has in his possession and the counter of remaining Metroids to kill. It serves mainly to see how often the player keeps playing the game. Since the Game Boy doesn't have an internal clock, we can deduce his play habits by looking at the number of times he resumed playing the game. If the player starts a new game, the SavePointId should return 0, since there is no save point in memory for a new game file.
2	DeleteSaveFile	The player just selected the Clear option in the Title Screen	SavePointId, EnergyPoints, MissileNumber, ItemList, MetroidCounter	In Metroid II, you can delete your save file. By pushing the Select button at the Title Screen, the option "Clear" will appear. While holding the Down button, you press the Start button to clear that saved data and begin anew. Returns the ID of the save point, the remaining number of energy points and missiles of the player, the list of items the player has in his possession and the counter of remaining Metroids to kill. With these pieces of information, we can deduce why the player deleted his saved file.
3	GetPlayerPosition	Whenever the player travels to a new room, when the camera transitions to that new room.	RoomId	Each time the player travels to a new room, it shall return the RoomId of the room where the player's position is.
4	EnemyKilled	Whenever an enemy is killed (except Metroids)	EnemyId, WeaponId	Returns the ID of the enemy and the ID of the weapon used. The player can choose between multiple types of beams (laser weapons), so it is important to see which one is the most used.
5	GetItemUpgrade	The user just picked an item upgrade	ItemId	
6	PlayerDeath	The player just died, his energy reached 0	CauseOfDeathId, Time, LastSavePointId	Returns the object ID responsible for the player's death whether it's an enemy or a kill zone, also returns the time since the beginning of the game (HH:MM) and the ID of the save point where the player has made his last save
7	EnergyStationRefill	The player just used an energy station	EnergyStationId	
8	MissileStationRefill	The player just used a missile station	MissileStationId	
9	GetEnergyTank	The player just picked an energy tank	EnergyTankId	
10	GetMissileExpansion	The player just picked a missile expansion	MissileExpansionId	
11	PlayerSave	The player just saved at a Save Point	SavePointId, EnergyPoints, MissileNumber, ItemList, MetroidCounter	Returns the ID of the save point, the remaining number of energy points and missiles of the player, the list of items the player has in his possession and the counter of remaining Metroids to kill. With this tracker, we can see how often the player will save his progression, since you have to reload the last save when you die. It can be an indicator of how confident is the player when playing the game.
12	EarthquakeScriptTriggered	Whenever the earthquake script is triggered	EarthquakeScriptId, Time	As the player defeats Metroids, earthquakes will occur, causing the deadly liquid in some areas to drain and open up new passages. The player's progression is conducted by these earthquakes since the player cannot progress until all Metroids in the area are defeated. These earthquakes split the game's progression into different phases so it is important to return the EarthquakeScriptId in order to identify in which phase the player is. Also returns the time since the beginning of the game (HH:MM) in order to see how long it takes for the player to enter the next phase.
13	EndGame	When the end credits appears, just after the player reached Samus Aran's spaceship after beating the final boss	Time, ItemList	Returns the time since the beginning of the game (HH:MM) and the list of items the player has in his possession.
14	GetCollectible	The player just collected an energy unit or missile pickup dropped by an enemy at his death.	CollectibleType, IsFull	CollectibleType = {Big Energy Unit, Small Energy Unit, Missile}. IsFull is a boolean that returns True or False depending on if the player already was at full health or has the maximum of missiles he can carry when picking up the collectible. In this game, you can collect these pickups even if the player has already the maximum of energy points or missiles he can have.
15	DropCollectible	Whenever a collectible is dropped by an enemy at his death	CollectibleType	CollectibleType = {Big Energy Unit, Small Energy Unit, Missile}. It serves mostly to see how often each collectible drops during the game.
16	MetroidStartFight	When the player encounters a Metroid, a sequence is triggered to warn the player and change the music. The triggered should be placed at this moment.	MetroidId, MetroidType, EnergyPoints, MissileNumber	Returns the MetroidId and MetroidType (Alpha, Gamma, Zeta, Omega or Queen). EnergyPoints and MissileNumber return the amount of energy and missiles the player has when encountering the Metroid. With this information, we can see if the player was ready to start the fight with the Metroid.
17	MetroidEndFight	When the player encounters a Metroid, a sequence is triggered to warn the player and change the music. The end of this sequence is whether the Metroid died, the player died or the player escaped by going to another room. The triggered should be placed at this moment.	MetroidId, MetroidType, MetroidDamageTakenNumber, HasMetroidDied, HasPlayerDied, HasPlayerEscaped, EnergyPoints, MissileNumber	Returns the MetroidId and MetroidType (Alpha, Gamma, Zeta, Omega or Queen). It also returns the MetroidDamageTakenNumber which is the amount of damage that the Metroid took and HasPlayerDied, a boolean that returns True or False depending on if the player survived the encounter or not. Each Type of Metroid can take only a certain number of missiles to be killed, so in the case when HasPlayerDied returns True (meaning that the player did not successfully kill the Metroid), we can look at the MetroidDamageTakenNumber to deduce the difficulty to kill the Metroid. HasPlayerEscaped returns a boolean that returns True or False depending on if the player escaped the fight without killing the Metroid by moving to another room. HasMetroidDied returns a boolean that returns True or False depending on if the Metroid has been killed or not. These three booleans serve mainly to keep track of the course of the fight and draw conclusions about it. EnergyPoints and MissileNumber return the amount of energy and missiles the player has left when killing the Metroid or escaping the fight. With this, we can deduce why the player escaped the fight or if the fight with the Metroid after killing it left him damaged or without ammo.