Languages used for data science or scientific computing commonly come with a de-facto standard library for plotting, such as GGPlot in R, MatPlotLib in Python, Plotly in Matlab, and others. However, all of these focus on creating singular images from static datasets. In Unity, however, we often need to display data in real-time, at a high refresh rate, and only for the currently relevant subset. Since real-time data typically accumulates by hundreds of data points per second, we must provide the user with appropriate data without losing the app's performance that renders the graphs. This makes rendering graphs in real-time both a UI/UX and an optimization problem. The project aims to develop a Unity package to render basic graphs and charts from real-time data.