Heros_of_Pymoli

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1 Heros Of Pymoli

After a lot of hard work in the data munging mines, you've landed a job as Lead Analyst for an independent gaming company. The assigned task is to analyze the data for their most recent fantasy game Heroes of Pymoli.

Like many others in its genre, the game is free-to-play, but players are encouraged to purchase optional items that enhance their playing experience. As a first task, the company would like you to generate a report that breaks down the game's purchasing data into meaningful insights.

As the first step, the needed packages as imported. Since data file is json, we need to import json package.

```
In [54]: import pandas as pd
      import os
      import json
```

The data is provided in two JSON files. purchase_data.json and purchas_data2.json. Read the files using read_csv function from pandas. Let's define a user defined function to do it. The function reading_file takes filePath, variable which is a string as argument and returns a DataFrame object, which contains the data from .json file. Combine both files using concat().

```
Age Gender
Out [115]:
                          Item ID
                                                   Item Name
                                                               Price
                                                                               SN
              20
                   Male
                               93
                                   Apocalyptic Battlescythe
                                                                4.49
                                                                         Iloni35
          1
              21
                   Male
                               12
                                                                3.36
                                                        Dawne
                                                                       Aidaira26
          2
              17
                   Male
                                5
                                                  Putrid Fan
                                                                2.63
                                                                          Irim47
          3
              17
                                           Twilight's Carver
                                                                2.55
                   Male
                              123
                                                                          Irith83
              22
                   Male
                              154
                                                Feral Katana
                                                                4.11 Philodil43
```

1.1 Total Players

1.2 Purchase Analysis Total

Out[119]: No.of Unique Items Average Price No.of Purchases Total Revenue
0 93 27.036882 858 2514.43

1.3 Gender Demographics

Out[121]:	Gender	Percentage Players	Total Count
0	Male	81.24	697
1	Female	17.37	149
2	Other / Non-Disclosed	1.40	12

1.4 P

urchasing Analysis (Gender)

Out[137]:	Gender	Purchase Count	Average Purchase Price
0	Male	697	2.944448
1	Female	149	2.847584
2	Other / Non-Disclosed	12	3.155000

	Total Purchase Value	Normalized Totals
0	2052.28	2.391935
1	424.29	0.494510
2	37.86	0.044126

1.5 Age Demographics

C:\Users\Aswathy Vineeth\Anaconda3\lib\site-packages\ipykernel_launcher.py:10: RuntimeWarning: # Remove the CWD from sys.path while we load stuff.

Out[139]:	Age Group Range	Purchase Count	Average PRICE	Total Price	\
0	20-25	372	2.923817	1087.66	
1	15-19	144	2.894653	416.83	
2	<10	37	2.984865	110.44	
3	40-44	17	3 275294	55 68	

4	25-29	134	2.958507	396.44
5	35-39	48	2.932708	140.77
6	30-34	71	2.973803	211.14
7	10-14	34	2.727941	92.75

Normalized Total 1.267669 0 0.485816 1 2 0.128718 3 0.064895 4 0.462051 5 0.164068 6 0.246084 7 0.108100

1.6 Top Spenders

Out[128]: SN		Purchase Count	Avg Purchase Price	Total Purchase	
	0	Undirrala66	5	3.41	17.06
	1	Aerithllora36	4	3.78	15.10
	2	Saedue76	4	3.39	13.56
	3	Sondim43	4	3.26	13.02
	4	Mindimnya67	4	3.18	12.74

1.7 Popular and Profitable Items

1.7.1 Most Popular Items

In [130]: purchase_df=purchase_count()
 # create the df by calling function and sort based on Purchase count
 purchase_df=purchase_df.sort_values("Purchase Count",ascending=False)
 purchase_df.head()

Out[130]:		Item ID	Purchase Count	Item Name \
	44	84	12	Arcane Gem
	104	39	11	Betrayal, Whisper of Grieving Widows
	53	31	10	Trickster
	14	44	9	Bonecarvin Battle Axe
	33	108	9	Extraction, Quickblade Of Trembling Hands

	Price	Total Purchase	Value
44	4.81		29.34
104	2.35		25.85
53	4.59		23.22
14	4.36		24.04
33	2.26		28.25

1.7.2 Most Profitable Items

In [131]: total_purchase=purchase_count()
 # create the df by calling function and sort based on Total Purchase Value
 total_purchase=total_purchase.sort_values("Total Purchase Value",ascending=False)
 total_purchase.head()

Out[131]:		Item ID	Purchase Count	Item Name	Price	\
	102	34	9	Retribution Axe	4.14	
	49	107	9	Splitter, Foe Of Subtlety	4.15	
	124	115	7	Spectral Diamond Doomblade	4.25	
	98	32	6	Orenmir	4.95	
	44	84	12	Arcane Gem	4.81	

	Total	${\tt Purchase}$	Value
102			37.26
49			33.03
124			29.75
98			29.70
44			29.34

2 Trend Analysis

- Total players is 858 with 3 type of gender
- There is 93 Unique items and total revenue is \$ 2514
- From Purchase Analysis by Gender, the count of Male Players are very high . But from the average Purchase Price it can be seen that, other players have purchased more than male players
- Age Group 20-25 have made the highest purchases, but average purchase price is highest for 40-44 group
- Undirrala66 is the top spender
- Retribution Axe is the most purchased item and Arcane Gem is the popular item