

## Gaming Dataset Challenge

**NOTE: Built in features in Cloud IDE can NOT be used to solve these challenges. In order to win the prize complete ECL solution must be shown.**

**Hint:** To view the first 100 RawData:

```
OUTPUT(CHOOSSEN(raw_mod.games_ds,100), NAMED('Game_Data'));
```

### Category 1:

- Find Most Expensive Game
- Count how many games have 5 rating //avg\_user\_rating field
- Find the game that use least memory space //Size field
- Sort Games by Name, display the first 200
- How many apps have not been rated //User\_Rating\_Count field

### Category 2:

- Display games developed by "Mighty Mighty Good Games" OR "Ninja Kiwi" AND has "age\_rating" equal 4+
- From above result count how many are "Mighty Mighty Good Games"
- Create a new data set that has ID, subtitle, age\_rating, with a new col that shows " Name :: Developer". call this new col "Game Info"
- Number of expensive apps which price ranges are between these ranges (20-50, 50-100, 100+)

### Category 3: Hint, TABLE 😊

- Display number of games per their "avg\_user\_rating"
- Number of apps for each age rating
- Number of unrated apps for each primary genre
- Number of rated apps for each primary genre and age rating