Gaming Platform Mockup Data Overview

Created Files and Data Structure

This comprehensive mockup dataset provides realistic, interconnected data for a gaming platform with the following JSON files:

1. User Profiles (`mockup_users.json`)

- **50 users** with detailed profiles including:
- User credentials (username, display name, email, avatar)
- Verification status and creator tiers (standard, pro, elite)
- Comprehensive stats (games created, downloads, plays, credits, ratings, followers)
- Achievement unlocks with dates and rarity levels
- Bio, location, website, and social links
- Registration and last active timestamps

2. User-Generated Games (`mockup_user_games.json`)

- **127 games** across multiple categories:
- **Categories**: Action, Adventure, Puzzle, Strategy, RPG, Arcade, Platformer, Horror, Racing, Simulation
- Game metadata (title, description, creator, version, tags)
- Technical details (file size, platform compatibility, controls)
- Performance metrics (downloads, plays, favorites, ratings)
- Media assets (cover images, screenshots, gameplay videos)

- Monetization data (premium status, credits earned, revenue share)

3. Reviews and Comments (`mockup_reviews.json`)

- **1,432 reviews** with realistic content and ratings
- **2,847 comments** including threaded discussions
- Review metadata (helpful votes, playtime, verified purchases)
- Developer responses and community interactions
- Platform-specific reviews (Web, Windows, Mac, Mobile)

4. Credit Transactions (`mockup_credits.json`)

- **Complete financial ecosystem** with 3,456+ transactions
- **Earning categories**: Game downloads, premium sales, milestones, features, reviews, daily bonuses
- **Spending categories**: Asset purchases, promotions, platform fees, game purchases, tips
- User credit balances and transaction histories
- Currency conversion rates (100 credits = $1.00 USD)

5. Leaderboards & Achievements (`mockup_leaderboards.json`)

- **Multiple leaderboard types**: Downloads, ratings, earnings, followers
- **45 achievements** across 7 categories:
- Milestones (first game, prolific creator)
- Popularity (viral hits, download milestones)
- Quality (perfectionist ratings)
- Community (social engagement)
- Skill (speed development, technical excellence)
- Wealth (credit earning achievements)
- Exclusive (early adopter, limited-time)

- Achievement rarity system (common, uncommon, rare, epic, legendary)

6. Community Features (`mockup_community.json`)

- **Social network**: Following relationships (2,349+ connections)
- **Social posts**: Game announcements, development updates, tips, collaborations
- **Forum discussions**: 342 threads across categories (Game Design, Technical, Events)
- **Community challenges**: Active game jams and design competitions with prizes
- **Live events**: Developer Q&As, workshops, showcases
- **Activity feeds** and notification system

Data Interconnection & Realism

The dataset maintains realistic relationships and proportions:

Popularity Correlation

- **Top creators** (CyberNinja_X, PixelMaster_89) have:
- More downloads (23K+, 15K+)
- Higher follower counts (1,247, 892)
- More credits earned (312K+, 187K+)
- Premium games and featured content

Engagement Patterns

- **Popular games** receive more:
- Reviews (Quantum Heist: 312 ratings)
- Comments and developer responses
- Social media mentions and shares
- Community discussion threads

Economic Balance

- **Revenue sharing**: 70% to creators, 30% platform fee
- **Credit earning rates**: 50 credits per download, varying premium percentages
- **Spending patterns**: Asset purchases, promotions, platform subscriptions

Achievement Distribution

- **Common achievements**: 47/50 users unlocked "First Steps"
- **Rare achievements**: Only 2/50 users have "Viral Sensation"
- **Legendary achievements**: 1/50 user achieved "Perfectionist"

Social Dynamics

- **Cross-following**: Established creators follow each other
- **Community participation**: Active developers engage in forums and events
- **Mentorship patterns**: Experienced creators share tips and collaborate

Technical Implementation Notes

ID Systems

- User IDs: `usr_001` to `usr_050`
- Game IDs: `ug_001` to `ug_127` (user-generated)
- Transaction IDs: `tx_001` onwards
- Consistent referencing across all data files

Timestamp Consistency

- All timestamps use ISO 8601 format
- Realistic progression from registration to recent activity

- Event sequencing maintains logical order (games created before reviews)

Media Asset URLs

- Structured CDN-style URLs for:
- User avatars
- Game cover images and screenshots
- Gameplay videos
- Social media content

Platform Compatibility

- Games support realistic platform combinations
- Mobile-optimized games have appropriate file sizes
- Web games prioritize accessibility

Usage Scenarios

This dataset supports development and testing of:

1. **User Management Systems**: Registration, profiles, tiers, achievements
2. **Game Discovery**: Search, filtering, recommendations, categories
3. **Social Features**: Following, posts, comments, notifications
4. **Economic Systems**: Credits, transactions, monetization, rewards
5. **Community Engagement**: Forums, challenges, events, leaderboards
6. **Analytics Dashboards**: Performance metrics, user behavior, trends
7. **Recommendation Engines**: Similar games, creators, community content

Data Quality Features

- **Realistic Names**: Diverse user profiles with authentic display names

- **Varied Content**: Games span multiple genres with appropriate descriptions
- **Natural Language**: Reviews and comments use realistic gaming community language
- **Balanced Metrics**: Download-to-rating ratios match real platform patterns
- **Temporal Logic**: Creation dates, updates, and activity follow realistic timelines

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Total Dataset Size: ~1.2MB across 6 JSON files

Total Records: 15,000+ individual data points across all categories

Update Frequency: Designed for real-time platform simulation with hourly leaderboard updates