# 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

**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