fact\_session

An event is sent (=A raw in the table) every time the player is logging in to the game with his user and a session is created. The event usually contains information about the connection details - some technical information, source of arriving to the app, user’s login details etc.

Key: session\_id

CREATE TABLE fact\_session  
(  
 session\_creation\_ts timestamp NOT NULL,  
 user\_id varchar(100),  
 session\_id varchar(256),  
 platform varchar(100),  
 app\_version varchar(100),  
 client\_type varchar(100),  
 client\_language varchar(100),  
 container\_type varchar(100),  
 ip\_country varchar(100),  
 time\_zone varchar(100),  
 previous\_login\_ts timestamp  
)

fact\_rewards

This table contains data about a reward that is given to the user. There are many types of events in which the user gets a reward in the game – see “event\_type” field

Key: reward\_request\_id

CREATE TABLE fact\_rewards  
(  
 event\_ts timestamp,  
 user\_id varchar(100),  
 session\_id varchar(300),  
 segment\_id int,  
 bundle\_id int,  
 sku\_id int,  
 amount int,  
 event\_type varchar(200),  
 reward\_request\_id varchar(200),  
 transaction\_id int  
  
)

fact\_balance: An event is sent when the balance of one of the user’s itmes is changing

CREATE TABLE fact\_balance   
(  
 event\_ts timestamp,  
 user\_id varchar(100),  
 received\_item\_id varchar(100),  
 current\_item\_balance int,  
 received\_item\_quantity int,  
 source\_type varchar(100),  
 source\_id varchar(100),  
 source\_trigger varchar(100),

correlation\_id varchar(200)  
)

* Note that **fact\_balance** can be joined with **fact\_rewards** on fact\_balance.correlation\_id = fact\_rewards.reward\_request\_id (meaning that when a user received a reward, his balance of this item is affected).
  + While reward\_request\_id is the key in fact rewards, correlation\_id is not unique in fact\_balance (1 reward, such as “bundle” can split into a few items that affect balance)
  + The balance can change from other actions as well (for example making a purchase) therefor something the correlation\_id is null
* Another remark – sku\_id and item\_id that are being used in those 2 table are 2 different ways to descrive items in the data (item\_id is more detailed), if you join the tables you can find the relation, here is a short mapping:

|  |  |  |
| --- | --- | --- |
| sku\_id | itme\_id | relation sku-item |
| 6000002 | $hard – the main coin of the game | 1 to 1 |
| 6000003 | $star – a secondary coin of the game | 1 tp 1 |
| 6000004 | different type of boxes (bundles) that contains a mix of types of other sku's | 1 to many |
| 6000005 | different type of items of one specific feature | 1 to many |
| 6000006 | a bundle of materials to use in the game | 1 to many |
| 6000013 | a single material to use in the game | 1 to many |

fact\_purchases

An event is sent when the user makes a purchase with real money

Key: transaction\_id

CREATE TABLE fact\_purchases  
(  
 event\_ts timestamp NOT NULL,  
 user\_id varchar(100),  
 transaction\_id varchar(256),  
 price\_usd numeric(18,3),  
 currency varchar(256),  
 platform varchar(100),  
 session\_id varchar(300),  
 transaction\_source\_id int,  
 segment\_id int,  
 payment\_quantity int,  
 transaction\_amount numeric(18,3),  
 sku\_id int,  
 is\_ftd boolean  
)

fact\_install

An event is sent when the user installs the app for the first time, in a new platform (the user can appear in the table as many time as the platforms he installes – Android/ios/web etc, as long as he logged in with the same account the user\_id will be the same)

CREATE TABLE fact\_install  
(  
 user\_id varchar(100),  
 install\_ts timestamp,  
 install\_version varchar(100),  
 platform varchar(100),  
 )

See attached example csv files, press “don’t convert” while opening (to keep session\_id as int).