Current selection does not contain a unique column. Grid edit, checkbox, Edit, Copy and Delete features are not available.

Showing rows 0 - 4 (5 total, Query took 0.0002 seconds.)

-- 1. Retrieve top-performing players based on total gold earned -- This query joins the players and player_statistics tables to show the most financially successful players -- It displays player name, farm name, and total gold earned, sorted in descending order -- Limits the result to top 5 players to highlight the most successful farmers SELECT p.name AS player_name, p.farm_name AS farm_name, ps.total_gold_earned AS total_gold FROM players p JOIN player_statistics ps ON p.player_id = ps.player_id ORDER BY ps.total_gold_earned DESC LIMIT 5;

player_name	farm_name	total_gold
CropMaster	Harvest Moon	4567890
WineMaker	Vineyard Valley	4567800
CommunityHero	Pelican Pride	3459800
GreenhouseGrower	Year-Round Ranch	3456700
MineExplorer	Ruby Ridge	3456700

Showing rows 0 - 5 (6 total, Query took 0.0002 seconds.)

-- 2. List all crops that can be planted in each season -- Groups crops by their planting season and concatenates crop names -- Helps players understand which crops are available during different seasons -- Useful for crop rotation and seasonal farming strategy planning SELECT season, GROUP_CONCAT(name) AS plantable_crops FROM crops GROUP BY season;

season	plantable_crops
Fall	Pumpkin,Eggplant,Cranberries,Amaranth,Grape,Sweet ...
Spring	Parsnip,Cauliflower,Potato,Garlic,Kale,Strawberry
Spring,Summer	Coffee Bean
Spring,Summer,Fall	Ancient Fruit
Summer	Melon,Tomato,Blueberry,Hot Pepper
Summer,Fall	Wheat,Corn

Current selection does not contain a unique column. Grid edit, checkbox, Edit, Copy and Delete features are not available.

Showing rows 0 - 24 (25 total, Query took 0.0004 seconds.) [friendship_level: 10... - 6...]

-- 3. Detailed overview of players' animal ownership and friendship levels -- Provides comprehensive information about owned animals, including player name, animal name, type, and friendship level -- Filtered to show only currently owned animals -- Sorted by player name and friendship level to show most-loved animals SELECT p.name AS player_name, a.name AS animal_name, at.type AS animal_type, pao.friendship_level FROM players p JOIN player_animals_owned pao ON p.player_id = pao.player_id JOIN animals a ON pao.animal_id = a.animal_id JOIN animal_types at ON a.type_id = at.type_id WHERE pao.owned = 1 ORDER BY p.name, pao.friendship_level DESC;

player_name	animal_name	animal_type	friendship_level
AnimalWhisperer	Patches	Brown Cow	10
AnimalWhisperer	Alpie	Alpaca	9
AnimalWhisperer	Azure	Blue Chicken	8
CookingQueen	Chompy	Dinosaur	8
CraftKing	Thumper	Rabbit	9
CraftKing	Quacky	Duck	6
CropMaster	Shadow	Void Chicken	7
CropMaster	Goldie	Golden Chicken	6
CropMaster	Rex	Dinosaur	5
FarmerJohn	Bessie	Cow	10
FarmerJohn	Clucky	Chicken	8
FarmerJohn	Truffles	Pig	7
FishingPro	Whiskers	Cat	10
FishingPro	Snowball	White Chicken	9
ForageFinder	Barky	Dog	8
ForageFinder	Egbert	Chicken	7
MineExplorer	Daisy	White Cow	8
MineExplorer	Brownie	Brown Chicken	7
MineExplorer	Llamaface	Llama	6
StarGazer	Fluffy	Rabbit	10
StarGazer	Spirit	Horse	10
StarGazer	Wooly	Sheep	9
ValleyGirl	Quackers	Duck	9
ValleyGirl	Nanette	Goat	8
ValleyGirl	Big Bird	Ostrich	6

Current selection does not contain a unique column. Grid edit, checkbox, Edit, Copy and Delete features are not available.

Showing rows 0 - 20 (21 total, Query took 0.0002 seconds.)

-- 4. Comprehensive mapping of animal types to their produce -- Uses LEFT JOIN to include animal types even if they don't have associated produce -- Aggregates produce types for each animal type using GROUP_CONCAT -- Helps players understand potential resources from different animal types SELECT at.type AS animal_type, GROUP_CONCAT(ap.produce_type) AS produce_items FROM animal_types at LEFT JOIN animal_produce ap ON at.type_id = ap.type_id GROUP BY at.type;

animal_type	produce_items
Alpaca	Alpaca Wool
Blue Chicken	Blue Egg
Brown Chicken	Brown Egg
Brown Cow	Milk
Cat	NULL
Chicken	Egg
Cow	Milk
Dinosaur	Dinosaur Egg
Dog	NULL
Duck	Duck Egg
Goat	Goat Milk
Golden Chicken	Golden Egg
Horse	NULL
Llama	Llama Wool
Ostrich	Ostrich Egg
Pig	Truffle
Rabbit	Wool
Sheep	Wool
Void Chicken	Void Egg
White Chicken	White Egg
White Cow	Milk

Current selection does not contain a unique column. Grid edit, checkbox, Edit, Copy and Delete features are not available.

Showing rows 0 - 19 (20 total, Query took 0.0004 seconds.) [harvested: 400... - 150...]

-- 5. Identify the most successful crop for each player in terms of harvesting -- Finds the crop with the highest number of harvests for each player -- Useful for understanding which crops are most productive for individual players -- Sorted by total harvests in descending order to highlight top-performing crops SELECT p.name AS player_name, c.name AS crop_name, pch.harvested, pch.sold FROM players p JOIN player_crops_harvested pch ON p.player_id = pch.player_id JOIN crops c ON pch.crop_id = c.crop_id WHERE (p.player_id, pch.harvested) IN (SELECT player_id, MAX(harvested) FROM player_crops_harvested GROUP BY player_id) ORDER BY pch.harvested DESC;

player_name	crop_name	harvested	1	sold
StarGazer	Blueberry	400		350
MineExplorer	Coffee Bean	400		350
AnimalWhisperer	Wheat	350		300
CropMaster	Hot Pepper	325		300
FlowerFarmer	Corn	310		280
TruffleTreasure	Wheat	290		260
WineMaker	Blueberry	270		240
CookingQueen	Potato	260		230
FarmerJohn	Parsnip	250		200
BeeKeeper	Hot Pepper	250		220
JojaMember	Garlic	240		210
OrchardOwner	Tomato	230		200
ValleyGirl	Tomato	220		190
CraftKing	Cauliflower	220		190
CommunityHero	Kale	210		180
CaveCaretaker	Pumpkin	200		170
RanchRuler	Melon	190		160
ForageFinder	Parsnip	180		150
GreenhouseGrower	Eggplant	170		140
FishingPro	Ancient Fruit	150		125

Current selection does not contain a unique column. Grid edit, checkbox, Edit, Copy and Delete features are not available.

Showing rows 0 - 14 (15 total, Query took 0.0002 seconds.)

-- 6. Analyze player engagement through total playtime and session frequency -- Calculates total playtime in minutes and number of game sessions for each player -- Helps understand player dedication and gaming habits -- Sorted by total playtime to identify most active players SELECT p.name AS player_name, SUM(TIMESTAMPDIFF(MINUTE, gs.start_time, gs.end_time)) AS total_playtime_minutes, COUNT(gs.session_id) AS session_count FROM players p JOIN game_sessions gs ON p.player_id = gs.player_id GROUP BY p.player_id ORDER BY total_playtime_minutes DESC;

player_name	total_playtime_minutes ↑	session_count
FarmerJohn	315	2
CropMaster	315	2
AnimalWhisperer	315	2
ValleyGirl	285	2
StarGazer	285	2
CookingQueen	165	1
CommunityHero	165	1
JojaMember	150	1
RanchRuler	150	1
MineExplorer	150	1
FishingPro	150	1
WineMaker	150	1
OrchardOwner	135	1
ForageFinder	135	1
CraftKing	120	1

Current selection does not contain a unique column. Grid edit, checkbox, Edit, Copy and Delete features are not available.

Showing rows 0 - 4 (5 total, Query took 0.0002 seconds.)

-- 7. Track players' achievement progression -- Counts the number of completed achievements for each player -- Limited to top 5 to highlight most accomplished players -- Provides insight into player progression and game completion SELECT p.name AS player_name, COUNT(pa.achievement_id) AS completed_achievements FROM players p JOIN game_sessions gs ON p.player_id = gs.player_id JOIN player_achievements pa ON gs.session_id = pa.session_id WHERE pa.status = 'Completed' GROUP BY p.player_id ORDER BY completed_achievements DESC LIMIT 5;

player_name	completed_achievements ↑
ValleyGirl	4
FarmerJohn	3
StarGazer	2
CropMaster	1
AnimalWhisperer	1

Current selection does not contain a unique column. Grid edit, checkbox, Edit, Copy and Delete features are not available.

Showing rows 0 - 9 (10 total, Query took 0.0002 seconds.)

-- 8. Analyze coop animal requirements and incubation details -- Shows different animal types, their coop size requirements, and incubation times -- Helps players understand the housing and breeding requirements for different animals -- Sorted by coop size requirement for easy comparison SELECT at.type AS animal_type, ca.coop_size_requirement AS required_coop_level, ca.incubate_time AS incubation_days FROM animal_types at JOIN animals a ON at.type_id = a.type_id JOIN coop_animals ca ON a.animal_id = ca.animal_id GROUP BY at.type, ca.coop_size_requirement ORDER BY ca.coop_size_requirement;

animal_type	required_coop_level	incubation_days
Chicken	1	1
Void Chicken	1	3
Blue Chicken	1	1
Brown Chicken	1	1
White Chicken	1	1
Duck	2	2
Rabbit	3	4
Dinosaur	3	12
Ostrich	3	10
Golden Chicken	3	5

Current selection does not contain a unique column. Grid edit, checkbox, Edit, Copy and Delete features are not available.

Showing rows 0 - 9 (10 total, Query took 0.0003 seconds.)

-- 9. Identify most valuable items in players' inventories -- Calculates total item value by multiplying unit price and quantity -- Helps players understand their most valuable resources -- Limited to top 10 most valuable item collections SELECT p.name AS player_name, i.name AS item_name, i.type AS item_type, i.value AS unit_price, inv.quantity, (i.value * inv.quantity) AS total_value FROM players p JOIN inventory inv ON p.player_id = inv.player_id JOIN items i ON inv.item_id = i.item_id ORDER BY total_value DESC LIMIT 10;

player_name	item_name	item_type	unit_price	quantity	total_value ↑
MineExplorer	Sweet Gem Berry	Fruit	3000	5	15000
FarmerJohn	Melon	Fruit	250	25	6250
MineExplorer	Ancient Fruit	Fruit	550	10	5500
ValleyGirl	Cauliflower	Vegetable	175	30	5250
FarmerJohn	Pumpkin	Vegetable	320	15	4800
AnimalWhisperer	Cheese	Artisan Good	230	20	4600
AnimalWhisperer	Kale	Vegetable	110	40	4400
CropMaster	Amaranth	Vegetable	150	25	3750
AnimalWhisperer	Grape	Fruit	80	45	3600
StarGazer	Potato	Vegetable	80	45	3600

Current selection does not contain a unique column. Grid edit, checkbox, Edit, Copy and Delete features are not available.

Showing rows 0 - 14 (15 total, Query took 0.0004 seconds.)

-- 10. Quick database snapshot: record count for all tables -- Provides a comprehensive overview of data volume in each table -- Useful for database maintenance and understanding data distribution -- Helps identify which tables have the most records SELECT 'achievements' AS table_name, COUNT(*) AS record_count FROM achievements UNION SELECT 'animal_produce', COUNT(*) FROM animal_produce UNION SELECT 'animal_types', COUNT(*) FROM animal_types UNION SELECT 'animals', COUNT(*) FROM animals UNION SELECT 'barn_animals', COUNT(*) FROM barn_animals UNION SELECT 'coop_animals', COUNT(*) FROM coop_animals UNION SELECT 'crops', COUNT(*) FROM crops UNION SELECT 'game_sessions', COUNT(*) FROM game_sessions UNION SELECT 'inventory', COUNT(*) FROM inventory UNION SELECT 'items', COUNT(*) FROM items UNION SELECT 'player_achievements', COUNT(*) FROM player_achievements UNION SELECT 'player_animals_owned', COUNT(*) FROM player_animals_owned UNION SELECT 'player_crops_harvested', COUNT(*) FROM player_cr[...]

table_name ↑	record_count
achievements	20
animal_produce	18
animal_types	21
animals	25
barn_animals	11
coop_animals	14
crops	20
game_sessions	20
inventory	30
items	30
player_achievements	26
player_animals_owned	25
player_crops_harvested	32
player_statistics	20
players	20

Current selection does not contain a unique column. Grid edit, checkbox, Edit, Copy and Delete features are not available.

Showing rows 0 - 19 (20 total, Query took 0.0003 seconds.)

-- 11. Detailed Seasonal Crop Performance Analysis -- This query provides a comprehensive overview of crop performance across different seasons -- It calculates total harvested crops, total sold crops, and the average percentage of crops sold -- Results are sorted by total harvested amount to highlight the most successful crops SELECT c.season, c.name AS crop_name, SUM(pch.harvested) AS total_harvested, SUM(pch.sold) AS total_sold, AVG(pch.sold / pch.harvested * 100) AS avg_sell_percentage FROM crops c JOIN player_crops_harvested pch ON c.crop_id = pch.crop_id GROUP BY c.season, c.name ORDER BY total_harvested DESC;

season	crop_name	total_harvested ↑	total_sold	avg_sell_percentage
Summer	Blueberry	670	590	88.19445000
Summer,Fall	Wheat	640	560	87.68475000
Summer	Hot Pepper	575	520	90.15385000
Spring	Potato	560	480	85.89740000
Spring	Garlic	515	460	89.20455000
Summer	Tomato	450	390	86.66005000
Spring	Kale	435	380	87.30160000
Spring	Parsnip	430	350	81.66665000
Spring	Cauliflower	420	370	88.18180000

season	crop_name	total_harvested 1	total_sold	avg_sell_percentage
Spring,Summer	Coffee Bean	400	350	87.50000000
Summer	Melon	365	310	84.96240000
Fall	Pumpkin	325	270	82.50000000
Fall	Eggplant	320	260	81.17645000
Summer,Fall	Corn	310	280	90.32260000
Spring	Strawberry	300	250	83.33330000
Fall	Grape	200	175	87.50000000
Fall	Cranberries	180	150	83.33330000
Fall	Amaranth	150	125	83.33330000
Spring,Summer,Fall	Ancient Fruit	150	125	83.33330000
Fall	Sweet Gem Berry	75	50	66.66670000

Current selection does not contain a unique column. Grid edit, checkbox, Edit, Copy and Delete features are not available.

Showing rows 0 - 14 (15 total, Query took 0.0004 seconds.)

-- 12. In-Depth Player Engagement and Achievement Progress Tracking -- Analyzes the correlation between playtime and achievement completion -- Calculates total playtime, number of completed achievements, -- and the percentage of all achievements completed by each player SELECT p.name AS player_name, ps.in_game_days, SUM(TIMESTAMPDIFF(MINUTE, gs.start_time, gs.end_time)) AS total_playtime_minutes, COUNT(DISTINCT pa.achievement_id) AS completed_achievements, ROUND(COUNT(DISTINCT pa.achievement_id) / (SELECT COUNT(*) FROM achievements) * 100, 2) AS achievement_completion_percentage FROM players p JOIN game_sessions gs ON p.player_id = gs.player_id JOIN player_statistics ps ON p.player_id = ps.player_id LEFT JOIN player_achievements pa ON gs.session_id = pa.session_id AND pa.status = 'Completed' GROUP BY p.player_id ORDER BY completed_achievements DESC;

player_name	in_game_days	total_playtime_minutes	completed_achievements 1	achievement_completion_percentage
ValleyGirl	87	570	4	20.00
FarmerJohn	112	480	2	10.00
StarGazer	156	285	2	10.00
CropMaster	243	315	1	5.00
AnimalWhisperer	92	315	1	5.00
CommunityHero	187	165	0	0.00
FishingPro	65	150	0	0.00
RanchRuler	76	150	0	0.00
ForageFinder	38	135	0	0.00
OrchardOwner	102	135	0	0.00
CraftKing	124	120	0	0.00
WineMaker	198	150	0	0.00
CookingQueen	145	165	0	0.00
JojaMember	42	150	0	0.00
MineExplorer	178	150	0	0.00

Current selection does not contain a unique column. Grid edit, checkbox, Edit, Copy and Delete features are not available.

Showing rows 0 - 5 (6 total, Query took 0.0006 seconds.) [friendship_level: 10... - 5...]

-- 13. Comprehensive Animal Friendship and Produce Efficiency Analysis -- Explores the relationship between animal friendship levels and produce production -- Tracks unique produce items, total produce quantity, and friendship levels for each animal SELECT p.name AS player_name, at.type AS animal_type, a.name AS animal_name, pao.friendship_level, ap.produce_type, COUNT(DISTINCT inv.item_id) AS unique_produce_items, SUM(inv.quantity) AS total_produce_quantity FROM players p JOIN player_animals_owned pao ON p.player_id = pao.player_id JOIN animals a ON pao.animal_id = a.animal_id JOIN animal_types at ON a.type_id = at.type_id LEFT JOIN animal_produce ap ON at.type_id = ap.type_id LEFT JOIN inventory inv ON p.player_id = inv.player_id JOIN items i ON inv.item_id = i.item_id AND i.name = ap.produce_type WHERE pao.owned = 1 GROUP BY p.name, at.type, a.name, pao.friendship_level ORDER BY pao.friendship_level DESC LIMIT 20;

player_name	animal_type	animal_name	friendship_level 1	produce_type	unique_produce_items	total_produce_quantity
FarmerJohn	Cow	Bessie	10	Milk	1	8
StarGazer	Rabbit	Fluffy	10	Wool	1	2
StarGazer	Sheep	Wooly	9	Wool	1	7
ValleyGirl	Duck	Quackers	9	Duck Egg	1	10
ValleyGirl	Goat	Nanette	8	Goat Milk	1	5
CropMaster	Dinosaur	Rex	5	Dinosaur Egg	1	2

Current selection does not contain a unique column. Grid edit, checkbox, Edit, Copy and Delete features are not available.

Showing rows 0 - 4 (5 total, Query took 0.0003 seconds.)

-- 14. Comprehensive Inventory Value Distribution Analysis -- Provides a detailed breakdown of item values across different item types -- Calculates unique item count, average/min/max values, and total inventory value per item type SELECT i.type AS item_type, COUNT(DISTINCT inv.item_id) AS unique_item_count, ROUND(AVG(i.value), 2) AS average_item_value, ROUND(MIN(i.value), 2) AS min_item_value, ROUND(MAX(i.value), 2) AS max_item_value, ROUND(SUM(i.value * inv.quantity), 2) AS total_inventory_value FROM inventory inv JOIN items i ON inv.item_id = i.item_id GROUP BY i.type ORDER BY total_inventory_value DESC;

item_type	unique_item_count	average_item_value	min_item_value	max_item_value	total_inventory_value 1
Fruit	7	589.29	50	3000	39575.00
Vegetable	12	97.08	25	320	39000.00
Animal Product	8	301.25	50	625	9230.00
Artisan Good	2	210.00	190	230	7450.00
Seeds	1	15.00	15	15	750.00

Current selection does not contain a unique column. Grid edit, checkbox, Edit, Copy and Delete features are not available.

Showing rows 0 - 14 (15 total, Query took 0.0004 seconds.)

-- 15. Detailed Session Length and Player Performance Correlation -- Investigates the relationship between game session length, -- in-game achievements, and gold earning potential SELECT p.name AS player_name, ROUND(AVG(TIMESTAMPDIFF(MINUTE, gs.start_time, gs.end_time)), 2) AS avg_session_length_minutes, ps.total_gold_earned, ps.in_game_days, COUNT(DISTINCT pa.achievement_id) AS completed_achievements, ROUND(ps.total_gold_earned / ps.in_game_days, 2) AS gold_per_day FROM players p JOIN game_sessions gs ON p.player_id = gs.player_id JOIN player_statistics ps ON p.player_id = ps.player_id LEFT JOIN player_achievements pa ON gs.session_id = pa.session_id AND pa.status = 'Completed' GROUP BY p.player_id ORDER BY avg_session_length_minutes DESC;

player_name	avg_session_length_minutes 1	total_gold_earned	in_game_days	completed_achievements	gold_per_day
CookingQueen	165.00	2345600	145	0	16176.55
CommunityHero	165.00	3459800	187	0	18501.60
FarmerJohn	160.00	1250000	112	2	11160.71
CropMaster	157.50	4567890	243	1	18797.90
AnimalWhisperer	157.50	987600	92	1	10734.78
WineMaker	150.00	4567800	198	0	23069.70
JojaMember	150.00	567800	42	0	13519.05
MineExplorer	150.00	3456700	178	0	19419.66
RanchRuler	150.00	789600	76	0	10389.47
FishingPro	150.00	789500	65	0	12146.15
ValleyGirl	142.50	567800	87	4	6526.44
StarGazer	142.50	2340500	156	2	15003.21
OrchardOwner	135.00	1234500	102	0	12102.94
ForageFinder	135.00	456800	38	0	12021.05
CraftKing	120.00	1678900	124	0	13539.52

Current selection does not contain a unique column. Grid edit, checkbox, Edit, Copy and Delete features are not available.

Showing rows 0 - 9 (10 total, Query took 0.0016 seconds.) [total_gold_earned: 4567890... - 1678900...]

-- 16. Comprehensive Multi-Dimensional Player Progression Tracking -- Provides a holistic view of player progress across various game dimensions -- Includes total gold earned, game days, achievements, animals, crops, and more SELECT p.name AS player_name, p.farm_name, ps.total_gold_earned, ps.in_game_days, COUNT(DISTINCT pa.achievement_id) AS completed_achievements, COUNT(DISTINCT pao.animal_id) AS unique_animals_owned, COUNT(DISTINCT pch.crop_id) AS unique_crops_harvested, ROUND(ps.total_gold_earned / ps.in_game_days, 2) AS gold_per_day, ROUND(COUNT(DISTINCT pa.achievement_id) / (SELECT COUNT(*) FROM achievements) * 100, 2) AS achievement_completion_rate FROM players p JOIN player_statistics ps ON p.player_id = ps.player_id LEFT JOIN player_achievements pa ON p.player_id = (SELECT player_id FROM game_sessions WHERE session_id = pa.session_id) AND pa.status = 'Completed' LEFT JOIN player_animals_owned pao ON p.player_id = pao.player_id AND pao.owned[...]

player_name	farm_name	total_gold_earned 1	in_game_days	completed_achievements	unique_animals_owned	unique_crops_harvested	gold_per_day	achievement_completion_rate
CropMaster	Harvest Moon	4567890	243	1	3	3	18797.90	5.00
WineMaker	Vineyard Valley	4567800	198	0	0	1	23069.70	0.00
CommunityHero	Pelican Pride	3459800	187	0	0	1	18501.60	0.00
MineExplorer	Ruby Ridge	3456700	178	0	3	2	19419.66	0.00
GreenhouseGrower	Year-Round Ranch	3456700	176	0	0	1	19640.34	0.00
TruffleTreasure	Mushroom Meadow	2345678	165	0	0	1	14216.23	0.00
CookingQueen	Gourmet Garden	2345600	145	0	1	1	16176.55	0.00
StarGazer	Stardust Field	2340500	156	2	3	3	15003.21	10.00
CaveCaretaker	Crystal Cavern	1987600	132	0	0	1	15057.58	0.00
CraftKing	Artisan Acres	1678900	124	0	2	1	13539.52	0.00

Current selection does not contain a unique column. Grid edit, checkbox, Edit, Copy and Delete features are not available.

Showing rows 0 - 4 (5 total, Query took 0.0008 seconds.)

-- 17. Advanced Item Type Economic Analysis -- Performs a deep dive into item economics, revealing value, inventory, and economic patterns -- Uses a Common Table Expression (CTE) to calculate complex economic metrics WITH ItemEconomics AS (SELECT i.type AS item_type, COUNT(DISTINCT inv.item_id) AS unique_items, ROUND(AVG(i.value), 2) AS avg_item_value, ROUND(SUM(i.value * inv.quantity), 2) AS total_type_value, ROUND(SUM(inv.quantity), 2) AS total_quantity, ROUND(AVG(inv.quantity), 2) AS avg_quantity_per_player FROM inventory inv JOIN items i ON inv.item_id = i.item_id GROUP BY i.type) SELECT item_type, unique_items, avg_item_value, total_type_value, total_quantity, avg_quantity_per_player, ROUND(total_type_value / total_quantity, 2) AS avg_stack_value FROM ItemEconomics ORDER BY total_type_value DESC;

item_type	unique_items	avg_item_value	total_type_value	total_quantity	avg_quantity_per_player	avg_stack_value
Fruit	7	589.29	39575.00	210.00	30.00	188.45
Vegetable	12	97.08	39000.00	555.00	46.25	70.27
Animal Product	8	301.25	9230.00	48.00	6.00	192.29
Artisan Good	2	210.00	7450.00	35.00	17.50	212.86
Seeds	1	15.00	750.00	50.00	50.00	15.00

Current selection does not contain a unique column. Grid edit, checkbox, Edit, Copy and Delete features are not available.

Showing rows 0 - 14 (15 total, Query took 0.0010 seconds.)

-- 18. Advanced Interconnected Animal and Crop Interaction Analysis -- Explores the complex relationships between animal ownership, crop harvesting, -- and overall game progression for each player SELECT p.name AS player_name, COUNT(DISTINCT pao.animal_id) AS total_animals, COUNT(DISTINCT at.type) AS unique_animal_types, COUNT(DISTINCT pch.crop_id) AS total_crop_varieties, ROUND(AVG(pao.friendship_level), 2) AS avg_animal_friendship, SUM(pch.harvested) AS total_crops_harvested, SUM(pch.sold) AS total_crops_sold, ROUND(SUM(pch.sold) / NULLIF(SUM(pch.harvested), 0) * 100, 2) AS sell_percentage, ps.in_game_days FROM players p LEFT JOIN player_animals_owned pao ON p.player_id = pao.player_id AND pao.owned = 1 LEFT JOIN animals a ON pao.animal_id = a.animal_id LEFT JOIN animal_types at ON a.type_id = at.type_id LEFT JOIN player_crops_harvested pch ON p.player_id = pch.player_id JOIN player_statistics ps ON p.player_id = ps.player_id GROUP BY p.player_id[...]

player_name	total_animals	unique_animal_types	total_crop_varieties	avg_animal_friendship	total_crops_harvested	total_crops_sold	sell_percentage	in_game_days
StarGazer	3	3	3	9.67	2640	2250	85.23	156
AnimalWhisperer	3	3	3	9.00	2325	2025	87.10	92
CropMaster	3	3	3	6.00	2250	2025	90.00	243
MineExplorer	3	3	2	7.00	2100	1800	85.71	178
ValleyGirl	3	3	3	7.67	1710	1470	85.96	87
FarmerJohn	3	3	3	8.33	1650	1350	81.82	112
FishingPro	2	2	2	9.50	450	350	77.78	65
CraftKing	2	2	1	7.50	440	380	86.36	124
ForageFinder	2	2	1	7.50	360	300	83.33	38
CookingQueen	1	1	1	8.00	260	230	88.46	145
FlowerFarmer	0	0	1	NULL	310	280	90.32	82
TruffleTreasure	0	0	1	NULL	290	260	89.66	165
WineMaker	0	0	1	NULL	270	240	88.89	198
BeeKeeper	0	0	1	NULL	250	220	88.00	114
JojaMember	0	0	1	NULL	240	210	87.50	42

Current selection does not contain a unique column. Grid edit, checkbox, Edit, Copy and Delete features are not available.

Showing rows 0 - 5 (6 total, Query took 0.0006 seconds.)

-- 19. Seasonal Game Progression Patterns Analysis -- Provides insights into player performance and activity across different game seasons -- Uses a Common Table Expression (CTE) to calculate detailed seasonal metrics WITH SeasonalProgress AS (SELECT p.player_id, p.name AS player_name, c.season, SUM(pch.harvested) AS total_harvested, SUM(pch.sold) AS total_sold, COUNT(DISTINCT c.crop_id) AS unique_crops, COUNT(DISTINCT gs.session_id) AS season_play_sessions FROM players p JOIN player_crops_harvested pch ON p.player_id = pch.player_id JOIN crops c ON pch.crop_id = c.crop_id JOIN game_sessions gs ON p.player_id = gs.player_id GROUP BY p.player_id, p.name, c.season) SELECT season, ROUND(AVG(total_harvested), 2) AS avg_total_harvested, ROUND(AVG(total_sold), 2) AS avg_total_sold, ROUND(AVG(unique_crops), 2) AS avg_unique_crops_per_player, ROUND(AVG(season_play_sessions), 2) AS avg_play_s[...]

season	avg_total_harvested	avg_total_sold	avg_unique_crops_per_player	avg_play_sessions
Summer,Fall	700.00	600.00	1.00	2.00
Summer	418.57	368.57	1.00	1.57
Spring,Summer	400.00	350.00	1.00	1.00
Spring	355.45	306.36	1.00	1.45
Fall	280.83	231.67	1.00	1.83
Spring,Summer,Fall	150.00	125.00	1.00	1.00

Current selection does not contain a unique column. Grid edit, checkbox, Edit, Copy and Delete features are not available.

Showing rows 0 - 19 (20 total, Query took 0.0007 seconds.)

-- 20. Ultimate Player Performance and Achievement Metrics Compilation -- Provides the most comprehensive view of player performance -- Combines multiple game progression metrics into a single, detailed query SELECT p.name AS player_name, p.farm_name, ps.total_gold_earned, ps.in_game_days, ROUND(ps.total_gold_earned / NULLIF(ps.in_game_days, 0), 2) AS gold_per_day, COUNT(DISTINCT pa.achievement_id) AS completed_achievements, COUNT(DISTINCT pao.animal_id) AS animals_owned, COUNT(DISTINCT pch.crop_id) AS crops_harvested, ROUND(AVG(pao.friendship_level), 2) AS avg_animal_friendship, COUNT(DISTINCT gs.session_id) AS total_game_sessions, ROUND(AVG(TIMESTAMPDIFF(MINUTE, gs.start_time, gs.end_time)), 2) AS avg_session_length_minutes FROM players p JOIN player_statistics ps ON p.player_id = ps.player_id LEFT JOIN game_sessions gs ON p.player_id = gs.player_id LEFT JOIN player_achievements pa ON gs.session_id = pa.session_id AND pa.status = 'Complete[...]

player_name	farm_name	total_gold_earned	in_game_days	gold_per_day	completed_achievements	animals_owned	crops_harvested	avg_animal_friendship	total_game_sessions	avg_session_length_minutes
ValleyGirl	Moonlight Valley	567800	87	6526.44	4	3	3	7.67	2	142.50
StarGazer	Stardust Field	2340500	156	15003.21	2	3	3	9.67	2	142.50
FarmerJohn	Sunflower Farm	1250000	112	11160.71	2	3	3	8.33	2	160.00
CropMaster	Harvest Moon	4567890	243	18797.90	1	3	3	6.00	2	157.50
AnimalWhisperer	Creature Comfort	987600	92	10734.78	1	3	3	9.00	2	157.50
WineMaker	Vineyard Valley	4567800	198	23069.70	0	0	1	NULL	1	150.00
CommunityHero	Pelican Pride	3459800	187	18501.60	0	0	1	NULL	1	165.00
GreenhouseGrower	Year-Round Ranch	3456700	176	19640.34	0	0	1	NULL	0	NULL
MineExplorer	Ruby Ridge	3456700	178	19419.66	0	3	2	7.00	1	150.00
TruffleTreasure	Mushroom Meadow	2345678	165	14216.23	0	0	1	NULL	1	150.00
CookingQueen	Gourmet Garden	2345600	145	16176.55	0	1	1	8.00	1	165.00
CaveCaretaker	Crystal Cavern	1987600	132	15057.58	0	0	1	NULL	0	NULL
CraftKing	Artisan Acres	1678900	124	13539.52	0	2	1	7.50	1	120.00
BeeKeeper	Honey Hollow	1234567	114	10829.54	0	0	1	NULL	0	NULL
OrchardOwner	Fruit Forest	1234500	102	12102.94	0	0	1	NULL	1	135.00
FlowerFarmer	Petal Patch	876500	82	10689.02	0	0	1	NULL	0	NULL
RanchRuler	Livestock Lane	789600	76	10389.47	0	0	1	NULL	1	150.00
FishingPro	Ripple Row	789500	65	12146.15	0	2	2	9.50	1	150.00
JojaMember	Corporate Fields	567800	42	13519.05	0	0	1	NULL	1	150.00
ForageFinder	Wild Woods	456800	38	12021.05	0	2	1	7.50	1	135.00