Answer these questions using the dataset provided in the csv file. The dataset has one line per player and game session, for a fictional game over some span of time.

- **Explain briefly (max 2 lines each) your understanding of what each column contains.**

- Look at the quality of the dataset and perform some data cleaning. **Report all the types of anomalies you've found (if any) and explain how you'd fix them.** Provide examples or code if you think it helps but be concise.

- Explore the data a bit. **Provide a few (max 3) visualizations that you think would be interesting to the developers of that game, and provide some interpretation. No need to share the code for this part.**

- Make a classifier model that predicts, for each player-session, whether this is the last session of that player or not. The model doesn't need to be good, we're mostly interested in how you approach this kind of task. **Provide the code as well as your thought and decision process, in a clean format that would be reviewed by Data Scientist colleagues. Also:**

    - **Evaluate the performance of the model and compare it to a basic benchmark model.**

    - **In addition to the already existing columns, add at least 1 engineered input feature that you think will help with the prediction. Measure whether this is the case.**

    - **What other features, not available in this dataset, do you think would be useful?**