Issac Vilchis

Data Science Bootcamp

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Heroes of Pymoli

In the program of pandas for Heroes of Pymoli, there had been counts and demographics in the types of players in the game. The groups had been put in sets of total number of players, age groups, genders, top spenders, most popular items, and most profitable items. There had also been trends within these groups. The groups with observable trends include the genders, age groups, and the number of items bought.

When looking through the information, the number of players differentiated in the age group, genders, and how much items was bought. Within the age groups, the greatest number of players were young adults with the age group of 20-24 with a 44.79 percent of total number of players. There was also a good amount of 107 players within the ages of 15-19. Just like the total number of plays in the age group, the young adults had bought 365 items with a total purchase value of $1,114.06, possibly due to them having the highest amount of time to play along with having a job. For the genders, there is 484 players that are male with 84.03% and about 81 female players at 14.06% out of the total players and is shown that the male gender fancy the game. They have even bought 652 compared to the 113 items the females bought and shows that the female gender does not have as much thought into buying items in the game.

When I reviewed the data, there are some limitations that must be addressed. When looking at the top spenders, I see that the number of items the top spenders bought were only a handful compared to the total amount of items bought from all players. This also relates to the most profitable items and most popular items as there were no more than 12 counts of each items bought. This may give an impression by this data along that not a lot of items were bought and have only be bought to necessarily use to beat the game. With only 576 players, the revenue was less than four times the number of players in the game.

The method used to find the information was in pandas. The methods used were finding the total number of players, then the genders of the players, how much each gender bought and the total cost of the items, the age group, how much the age group bought and the total cost, the top spenders, the most popular items, and then the most profitable items. This makes it easier to find what items are preferred, which gender has the highest number of players and how much items the players of each gender bought, and what items were preferred based on cost and anything else, and who bought the most items and/or spend the highest amount of money. It was easier to put each set of information into data frames as a subset, such as the gender groups and age groups.

My observation is that while the game was not bad, it seems like there should be more players. With only the amount of 576 players, the number of items bought would be up to five for each player. There was a good amount of revenue gained from the game and players. There may be some thoughts to be said along with some considerations.

Some consideration could relate to the number of players, genders, the items, or the price of the items. It’s possible the developers could have the game get more attention by making items relate to the female genders, change the effects or appearance of the items, or change the price of the items. There could also be a storyline that the players could see and have some items to grind for and work hard for as well. There could also be mechanics added so that players that are young or old can enjoy it more than before.