**Mentorness Internship Program (Batch-MIP-DA-06)**

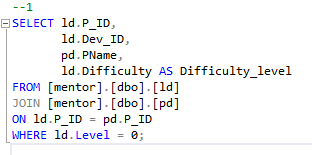
**Data Analyst Intern**

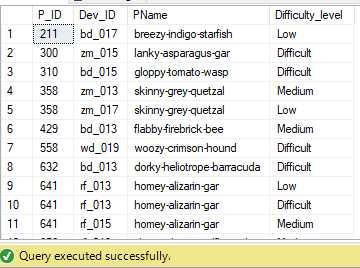
**Project Name: Decode Gaming Behavior**

**Game Analysis Task 2**

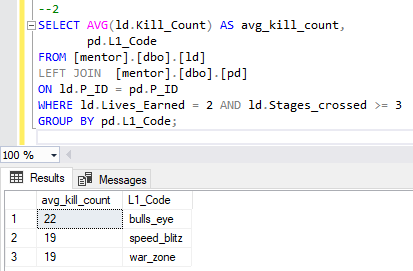
Mitali Nitin Kubal

1. Extract `P\_ID`, `Dev\_ID`, `PName`, and `Difficulty\_level` of all players at Level 0.

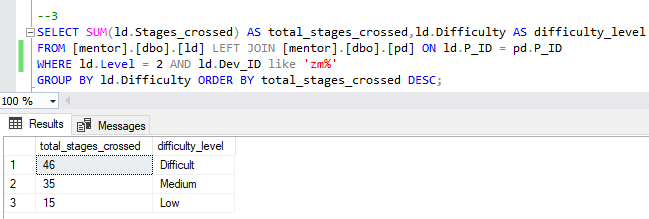




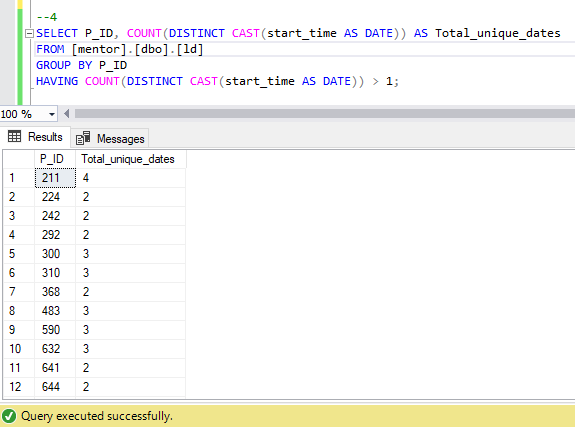
1. Find `Level1\_code`wise average `Kill\_Count` where `lives\_earned` is 2, and at least 3 stages are crossed.



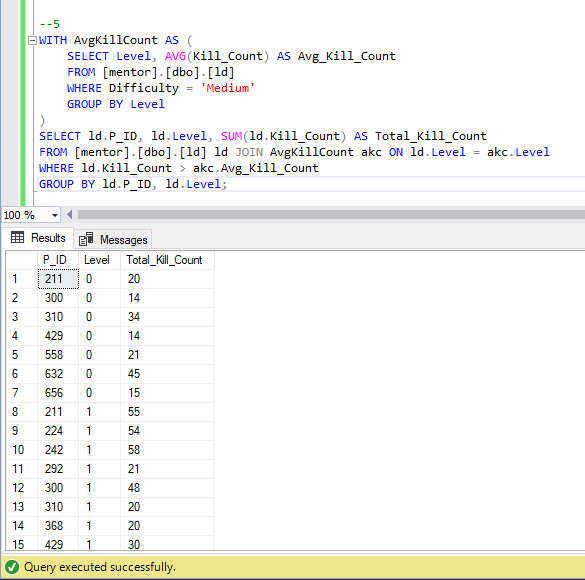
1. . Arrange the result in decreasing order of the total number of stages crossed.



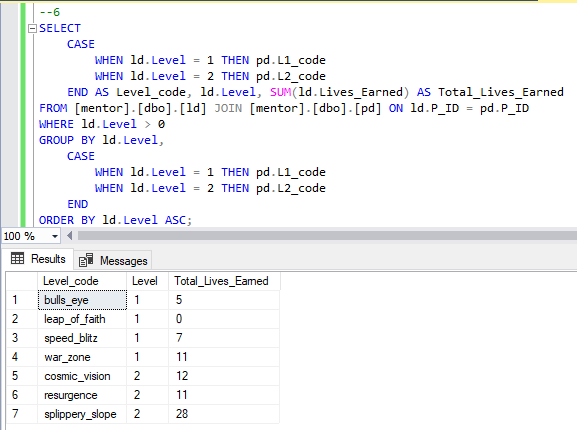
1. Extract `P\_ID` and the total number of unique dates for those players who have played games on multiple days.



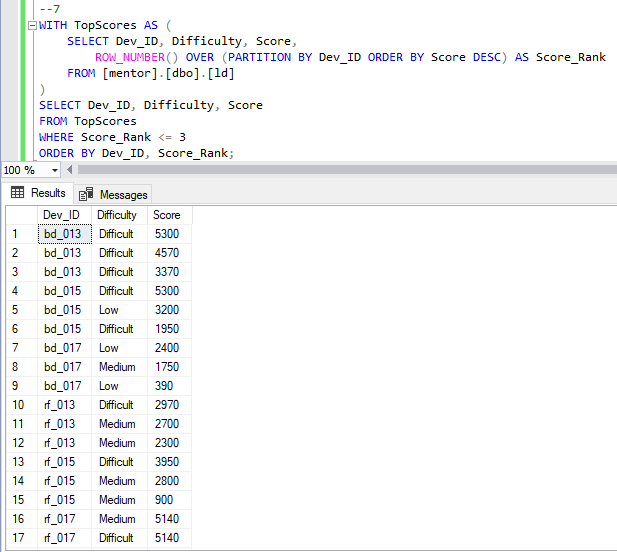
1. Find `P\_ID` and levelwise sum of `kill\_counts` where `kill\_count` is greater than the average kill count for Medium difficulty.



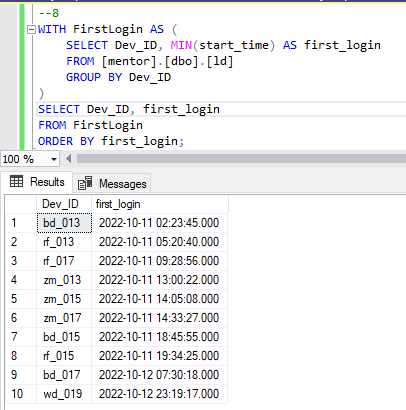
1. Find `Level` and its corresponding `Level\_code`wise sum of lives earned, excluding Level 0. Arrange in ascending order of level.



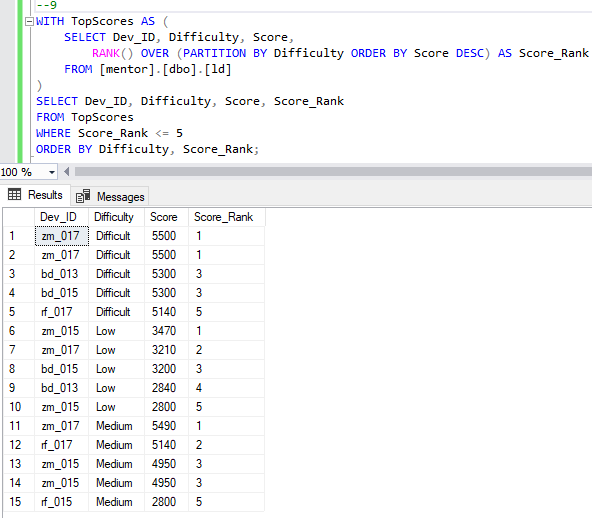
1. Find the top 3 scores based on each `Dev\_ID` and rank them in increasing order using `Row\_Number`. Display the difficulty as well.



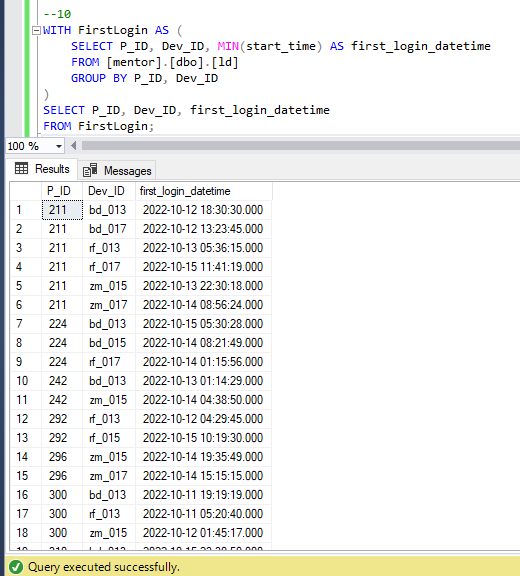
1. Find the `first\_login` datetime for each device ID.



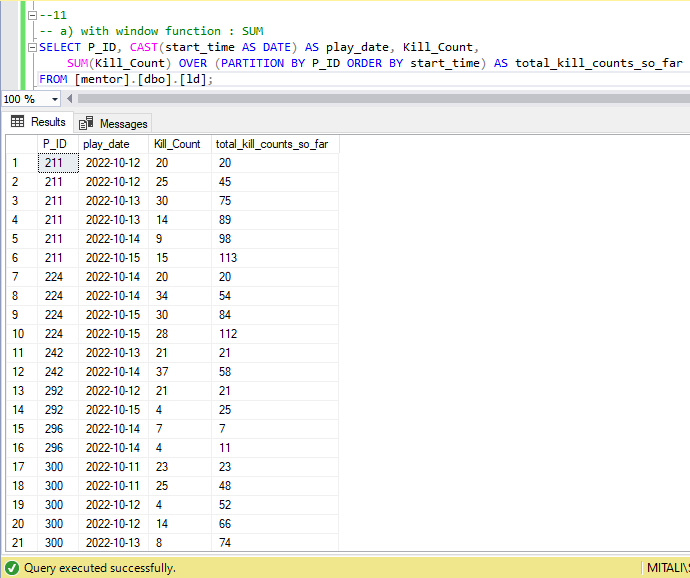
1. Find the top 5 scores based on each difficulty level and rank them in increasing order using `Rank`. Display `Dev\_ID` as well.



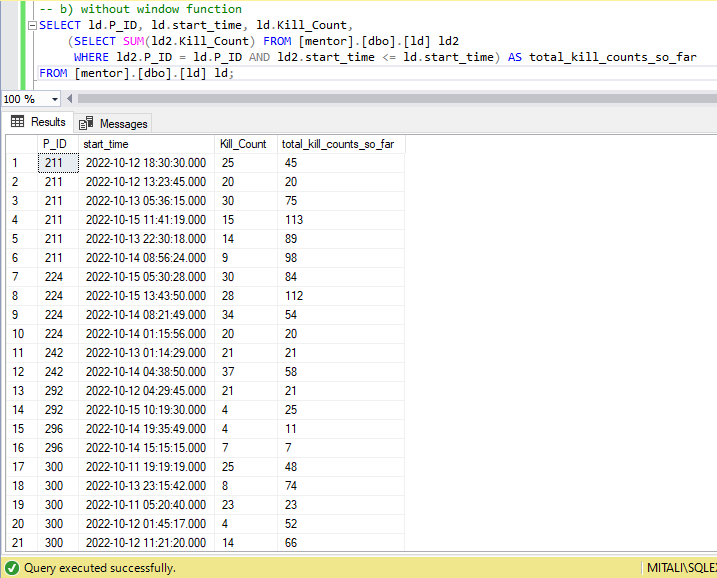
1. Find the device ID that is first logged in (based on `start\_datetime` for each player (`P\_ID`). Output should contain player ID, device ID, and first login datetime.



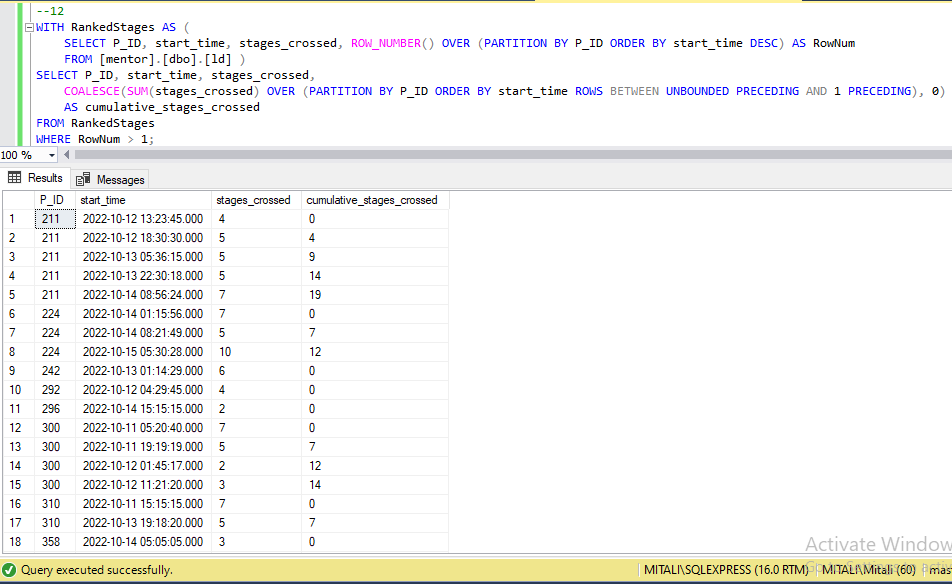
1. For each player and date, determine how many `kill\_counts` were played by the player so far.
2. Using window functions



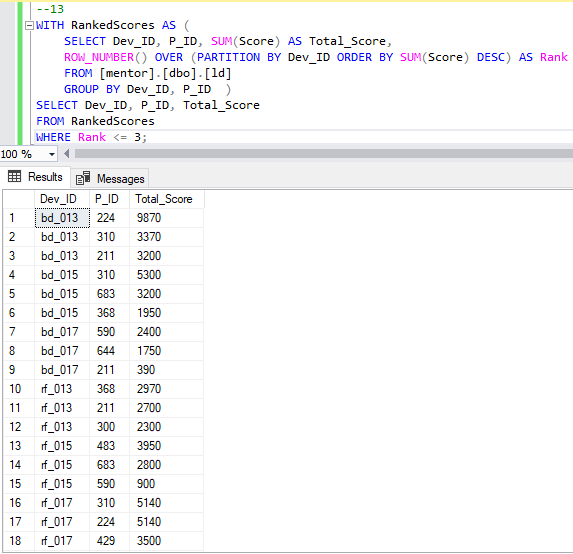
1. Without window function



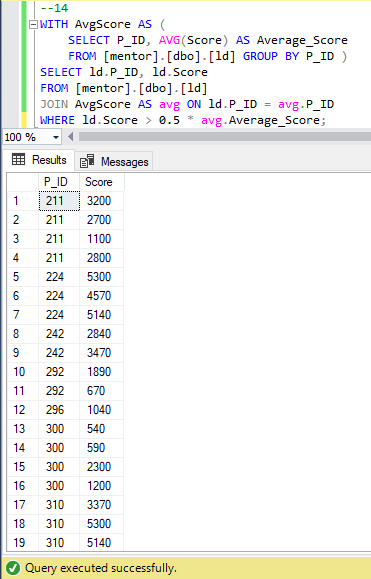
1. Find the cumulative sum of stages crossed over `start\_datetime` for each `P\_ID`, excluding the most recent `start\_datetime`.



1. Extract the top 3 highest sums of scores for each `Dev\_ID` and the corresponding `P\_ID’.



1. Find players who scored more than 50% of the average score, scored by the sum of scores for each `P\_ID’.



1. Create a stored procedure to find the top `n` `headshots\_count` based on each `Dev\_ID` and rank them in increasing order using `Row\_Number`. Display the difficulty as well.

