

Enhanced Dimensional Entity Dictionary (DED)

Community: Fortnite Players and Activity Data

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1. Player (plyr)

Represents an individual participating in the Fortnite game, with attributes like Player ID, username, account creation date, and player rank.

- **Main Table Types:**

- **Dimension Table:** t_plyr_dim — Holds player demographic and descriptive information.
- **Fact Table:** t_plyr_fact — Stores transactional data on player actions and achievements over time.
- **Bridge Dimension Table:** t_plyr_ach_bridge — Connects players with multiple achievements, facilitating a many-to-many relationship between players and achievements.

- **Naming Convention Explanation:**

- **Code:** plyr
- **Tables:** t_plyr_dim (Player Dimension), t_plyr_fact (Player Fact), t_plyr_ach_bridge (Player-Achievement Bridge)

2. Game Session (sess)

Represents a unique game session, including attributes like session ID, date, duration, and associated players.

- **Main Table Types:**

- **Dimension Table:** t_sess_dim — Contains session-specific details like session start/end times and map zones.
- **Fact Table:** t_sess_fact — Stores key metrics such as duration, player count, and outcome (win/lose).
- **Bridge Dimension Table:** t_sess_zone_bridge — Connects sessions to map zones for tracking location-specific interactions.

- **Naming Convention Explanation:**

- **Code:** sess

- **Tables:** t_sess_dim (Session Dimension), t_sess_fact (Session Fact), t_sess_zone_bridge (Session-Zone Bridge)

3. Map Zone (zone)

Represents different map zones in Fortnite, each with unique characteristics like zone name, coordinates, and difficulty level.

- **Main Table Types:**
 - **Dimension Table:** t_zone_dim — Stores descriptive information on each zone.
 - **Bridge Dimension Table:** t_zone_sess_bridge — Links zones to game sessions where they appear, handling many-to-many relationships.
- **Naming Convention Explanation:**
 - **Code:** zone
 - **Tables:** t_zone_dim (Zone Dimension), t_zone_sess_bridge (Zone-Session Bridge)

4. Purchase (purch)

Represents in-game purchases made by players, including details like item name, purchase amount, and currency type.

- **Main Table Types:**
 - **Dimension Table:** t_purch_dim — Describes individual purchases.
 - **Fact Table:** t_purch_fact — Holds transactional data on all purchases, including purchase dates and prices.
- **Naming Convention Explanation:**
 - **Code:** purch
 - **Tables:** t_purch_dim (Purchase Dimension), t_purch_fact (Purchase Fact)

5. Achievement (achv)

Represents player achievements, detailing specific accomplishments, such as "First Victory" or "Elite Builder."

- **Main Table Types:**
 - **Dimension Table:** t_achv_dim — Stores descriptive information about each achievement.

- **Bridge Dimension Table:** t_achv_plyr_bridge — Facilitates many-to-many relationships between players and achievements.
- **Naming Convention Explanation:**
 - **Code:** achv
 - **Tables:** t_achv_dim (Achievement Dimension), t_achv_plyr_bridge (Achievement-Player Bridge)

Naming Convention Overview

- **Table Prefix:** t_ (indicating table)
- **Entity Code:** A shortened form of the entity name (e.g., plyr for Player, sess for Session).
- **Table Type Suffixes:**
 - **_dim** for Dimension Tables
 - **_fact** for Fact Tables
 - **_bridge** for Bridge Dimension Tables