

Players can earn *loot* for the quests that they participate in that are successfully completed. Each piece of loot is a type of *treasure*. Each type of treasure has a value associated with it in the game's in-world currency — commonly called “scrip” in gaming parlance. Our in-world currency officially is *sql* for *Standard Quest Loonie*. (Players can turn in pieces of loot they have received for the *sql*, or keep the loot. The pieces have uses in the game. This is not modelled so far in the database).

Queries

1. avies

Players by *login* and *name* along with their avatars by *name* as *avatar* and *race*.

2. golden

Each quest by *realm*, *day*, and *theme* which offered a prize (*treasure*) with “Gold” in the name which was rewarded to some player.

3. twotimer

Each player by *login* and *name* who managed to participate in more than one quest on the same day along with those quests by *day*, *realm*, and *theme*.

4. sole

Each realm (by *realm*) with each treasure (by *treasure*) along with that treasure's value in scrip (as *sql*) that only that realm has ever offered as loot via some quest in that realm.

5. seconds

*Assume that all quests start at 6pm (18:00) on their day and continue to their completion time (**succeeded**) or end at midnight if unsuccessful (**succeeded is null**). Assume all times here and in the database are in the Toronto timezone.

*Assume a player in a quest had to sign up before 6pm on the day of the quest, and is assumed to have participated from 18:00 to the end of the quest.

*Only count players who have participated in some quest.

6. swap

*Gender swapped is when the player and avatar are opposite genders. Entirely gender swapped is when all the person's avatars are the opposite gender to him- or herself. E.g., a woman with all male ('M') avatars.

*Report only for players who have some avatars

7. toppers

*Each **realm** and **gender** (of avatar) with the **race** whose avatars of that gender earned the most scrip (sql) collectively from loot rewarded in quests in that realm, along with the what that race and gender collectively earned in quests in the realm (**total**). (In case of ties for most in a region, list all that tied.)*

8. potential

*For each avatar by **login**, avatar's **name**, and **race**, the scrip (sql) that the avatar would have earned (**earned**) if the avatar had been rewarded the prize (loot) of highest value (and just that prize, one piece of loot) for each quest that the avatar participated in that was successfully completed, and how many successful quests the avatar has participated*

in (*#quest*).

*In case of an avatar that did not participate in any successful quest, list zero for both *earned* and *#quest*.

*In case of ties for prize of highest value in a successful quest, consider that the avatar would only receive one.

9. themestat

*Each realm's theme by *realm* and *theme* with how many quests of that theme in the realm have occurred (*#quest*), how many distinct players have participated (Actor) as *#player*, the number of distinct avatars that have participated as *#avatar*, how many "actors" have participated in total over quests of that theme in that region as *#actor* (that is, the sum of participant counts over the quests), the total scrip (sql) offered as *offered*, and the total scrip (sql) rewarded to players as *#rewarded*.*

*Note that quests are grouped in recurring themes within a realm. For example, the theme of "Airport Chaos" was used for quests in the realm 'Buffalo' on days '08/06/2016', '08/14/2016', '08/21/2016', '08/27/2016', '09/04/2016', '09/11/2016', '10/16/2016', and '10/23/2016'.

10. follows

*Each avatar by login as *follower* and avatar's name as *fname* whose participation in quests within a given realm (as *realm*) has always been together with a second avatar by login as *leader* and name as *lname* who has participated in the same quests, such that the follower (and hence, leader, too) has been on at least two quests in the realm.*

*Note that the leader may have participated in more quests in the realm than the follower.