A diagram of a computer

Description automatically generated with medium confidence

# **Attributes description:**

**TreasuresFound Fact Table:**

|  |  |
| --- | --- |
| **caches\_found**  **SCD Type 0** | Count of caches found (Additive Measure) |
| **search\_time**  **SCD Type 0** | Time spent to find treasure (Additive Measure) |
| **rainfall**  **SCD Type 0** | Rainfall in mm |
| **description\_length**  **SCD Type 0** | Lenght of the log’s description |
| **user\_surr\_key (FK)**  **SCD Type 2** | surrKey linking to the User Dimension |
| **treasure\_id (FK)**  **SCD Type 0** | Foreign Key linking to the Treasure Dimension |
| **date\_key (FK)**  **SCD Type 0** | Foreign Key linking to the Date Dimension (20220212 ) |

**User Dimension:**

|  |  |
| --- | --- |
| **user\_id**  **SCD Type 0** | PK to identify users |
| **user\_surr\_key**  **SCD TYPE 2** | Surrogate key for managing changes over time (SCD Type 2). Creates unique entries for different time intervals when attributes changes |
| **experience\_level**  **SCD Type 2** | Experience level of the user (Starter, Amateur, Professional or Pirate) |
| **user\_ city, user\_country**  **SCD TYPE 2** | User’s address information |
| **dedicator\_status**  **SCD TYPE 2** | Indicates if the user is a dedicator (Yes or No). |

**Date Dimension:**

|  |  |
| --- | --- |
| **date\_key**  **SCD Type 0** | PK to identify date |
| **Date**  **SCD Type 0** | The date |
| **Day\_of\_week**  **SCD Type 1** | day of the week |
| **Week**  **SCD Type 1** | week number |
| **Month**  **SCD Type 1** | month |
| **Season**  **SCD Type 1** | season of the year |

**Treasure Dimension:**

|  |  |
| --- | --- |
| **treasure\_id**  **SCD Type 0** | PK to identify treasures |
| **difficulty**  **SCD Type 0** | Difficulty level (Easy, Medium, Hard) |
| **Terrain**  **SCD Type 0** | Terrain attribute |
| **container\_size**  **SCD Type 0** | Size (Nano, Micro, Regular, Huge) |
| **treasure\_country**  **SCD Type 0** | Country where the tresure is located |
| **treasure\_city**  **SCD Type 0** | City where the treasure is located |

# **Analysis Questions:**

What role do date parameters (days, weeks, months, season) have on the number of caches?

How does user type affect treasurehunt duration? Does a beginner take longer?

Is a person who is a dedicator a better treasure hunter?

On average, do users find the cache faster in the rain?

Are novice users (starters and amateurs) on average looking for larger caches?

Are fewer caches found on average in more difficult terrain when it rains?

Are more difficult caches done on weekends?

# **Extra Questions:**

Do users searching for treasures in their home city find them more often, on average, than users from different locations?

Do longer (more detailed) descriptions allow users to find treasure quicker, on average?

Does the size of the container influence the difficulty of found treasures?

Does the amount of rainfall influence the likelihood of finding a treasure?

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