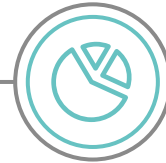


# project\_2: e\_sports

team\_name: pink + pandas.py



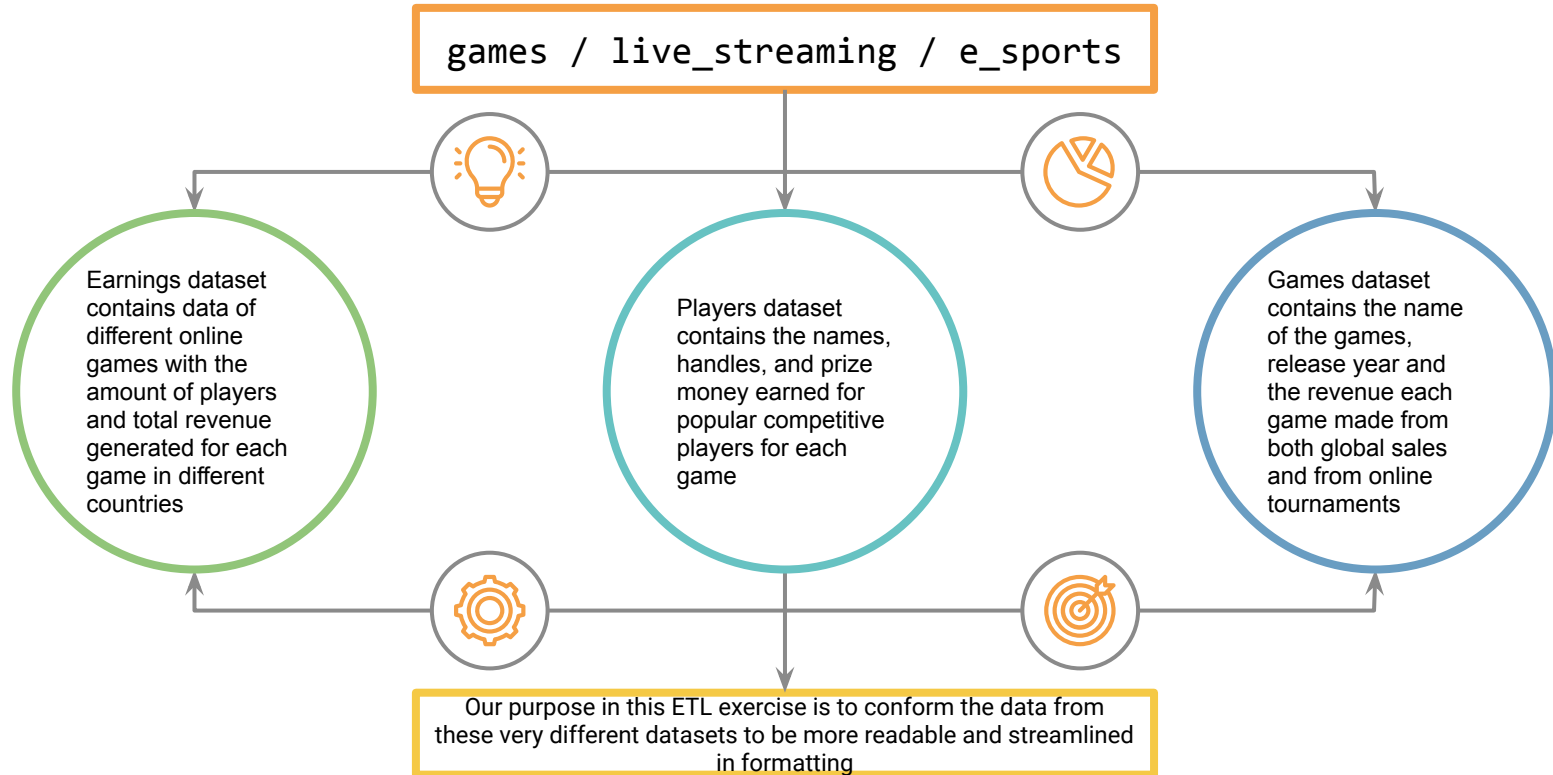
<earnings

PLayers

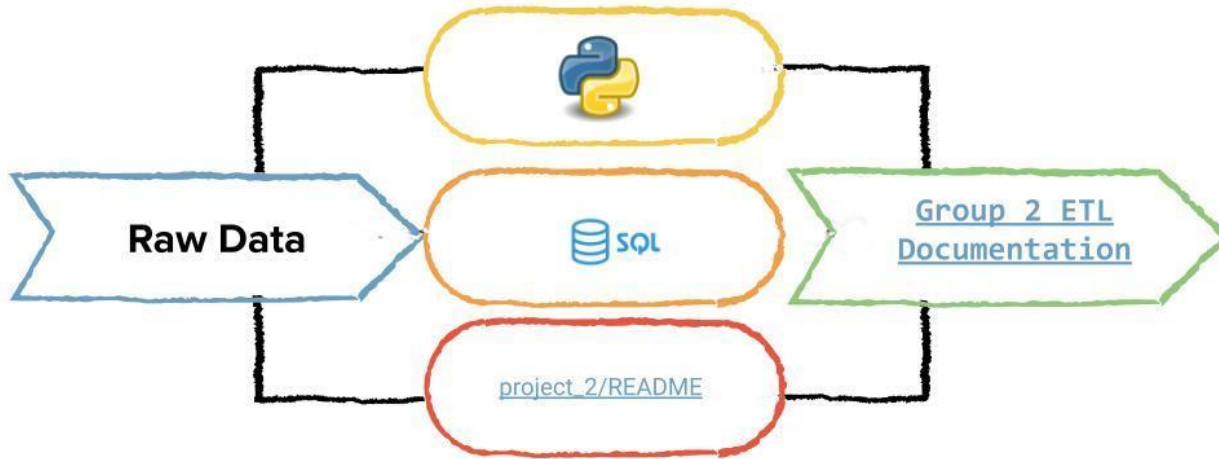
Games/>

# Project topic: Games

[kaggle.com](https://www.kaggle.com)



# ETL



Group 2 ETL  
Documentation

project\_2/README

IdNo	TotalMoney	GameName	Genre	PlayerNo	TournamentNo	Top_Country	Top_Country_Earnings	Releaseyear
613	310	Acceleration of SUGURI 2	Fighting Game	6	2	United States	310	2018
510	190075.61	Age of Empires	Strategy	246	95	Viet Nam	123408.43	1997
179	1492489.51	Age of Empires II	Strategy	956	576	China	174252.44	1999
177	68113.85	Age of Empires III	Strategy	106	76	United States	18523.52	2005
540	2668	Age of Empires Online	Strategy	16	7	Germany	1264	2011
178	52360	Age of Mythology	Strategy	22	6	Taiwan, Republic of China	22000	2002
667	20	Akatsuki Blitzkampf	Fighting Game	3	1	United States	20	2007
246	40000	Aliens versus Predator 2	First-Person Shooter	1	1	United States	40000	2001
702	11000	Among Us	Strategy	5	2	United States	10000	2018
566	4273351.69	Apex Legends	Battle Royale	1099	170	United States	1825646.05	2019
457	245	Aquapazza: Aquaplus Dream Match	Fighting Game	5	2	United States	128.5	2011
431	1000	Arcana Heart 3	Fighting Game	4	1	United States	950	2009
597	570	Arcana Heart 3: Love Max Six Stars!!!!	Fighting Game	8	4	United States	464	2014
462	410	Arcana Heart 3: LOVE MAX!!!!	Fighting Game	6	2	United States	284	2013
529	15228710.62	Arena of Valor	Multiplayer Online Battle Arena	558	51	China	5016882.31	2015
508	18248.09	ARMS	Fighting Game	95	82	United States	11089.37	2017
552	119168.54	Artifact	Collectible Card Game	275	166	China	26273.47	2018
661	155	Artifact 2.0	Collectible Card Game	3	3	Russian Federation	60	2020
521	29500	Asphalt 4	Racing	5	2	Singapore	13000	2008
625	51520	Asphalt 9: Legends	Racing	5	2	Italy	17550	2018
553	191851.7	Assetto Corsa	Racing	81	31	Czech Republic	68689.4	2014
659	1649	Assetto Corsa Competizione	Racing	8	9	Denmark	354	2018

Tables (3)

ESport\_Earnings

Columns (9)

player\_id

total\_earnings\_usd

game

genre

player\_no

tournament\_id

top\_country

top\_country\_earnings

year\_released

Constraints

Indexes

RLS Policies

Rules

Triggers

General\_Esport\_Data

earnings\_data

Trigger Functions

Types

Views

Subscriptions

postgres

Login/Group Roles

Tablespaces

Data Output										Explain	Messages	Notifications
player_id	total_earnings_usd	game	genre	player_no	tournament_id	top_country	top_country_earnings	year_released				
bigint	double precision	text	text	bigint	bigint	text	double precision	bigint				
1	179	1492489.51	Age of ...	Strategy	956	576	China	174252.44	1999			
2	566	4273351.69	Apex L...	Battle Roy...	1099	170	United States	1825646.05	2019			
3	589	1076322.28	Auto C...	Strategy	72	6	Korea, Republic of	515267.34	2019			
4	443	1159994.09	Brawh...	Fighting ...	497	387	United States	638671.59	2015			
5	364	2608808.93	Call of ...	First-Pers...	783	404	United States	2069853.35	2014			
6	257	1467139.25	Call of ...	First-Pers...	184	53	United States	1046289.3	2012			
7	549	6701938.95	Call of ...	First-Pers...	376	66	United States	4723999.52	2018			
8	425	3939783.29	Call of ...	First-Pers...	420	78	United States	2254984.62	2015			
9	273	1594185.25	Call of ...	First-Pers...	199	76	United States	1136779.78	2013			
10	455	4156205.06	Call of ...	First-Pers...	341	80	United States	2703625	2016			
11	626	6592284.5	Call of ...	First-Pers...	255	44	United States	4606600	2019			
12	258	1160815.66	Call of ...	First-Pers...	209	45	United States	664635.7	2011			
13	648	1896488.96	Call of ...	First-Pers...	471	77	United States	1147762.84	2020			
14	490	4559271	Call of ...	First-Pers...	266	64	United States	3250438.02	2017			
15	547	923790.96	Chess...	Strategy	615	165	United States	303219.83	2007			
16	649	1084696.09	chess24	Strategy	60	9	Norway	330170.48	2014			
17	507	766546.87	Clash o...	Strategy	77	6	China	268750	2012			
18	464	3319748.27	Clash R...	Strategy	287	50	United States	514837.21	2016			
19	162	13494229.57	Countr...	First-Pers...	4137	995	Sweden	2837998.01	2000			
20	245	102474261.25	Countr...	First-Pers...	13032	5252	Denmark	15379018.34	2012			
21	226	3117222.29	Countr...	First-Pers...	1502	333	United States	748374.21	2004			

## project\_2: ETL

### Members:

Benji, Meagan, Josh, & Sam

### Git Master:

Josh

### Topic:

Gaming & E-sports

### About:

We like this dataset because it contains a variety of datatypes like strings and integers. We have the option to join our tables on the titles of the games, the genre of the games, or the released date of the games. The datasets provide information on earnings by game and by e-sport player which will provide us clarity on the financial performance of modern-day online games along with their popularity with viewers.

### Games:

Minecraft, 2k, Overwatch, League of Legends, R6-S (in general)

### Final Production Database:

We chose using PostgreSQL over a NoSQL Database because our tables will require a lot of joining and a defined standard schema so we feel more comfortable with using a relational Database.

### Datasets:

Esports Players Earnings csv:

[https://www.kaggle.com/jackdaoud/esports-earnings-for-players-teams-by-game?select=highest\\_earning\\_players.csv](https://www.kaggle.com/jackdaoud/esports-earnings-for-players-teams-by-game?select=highest_earning_players.csv)

Esports Earnings 1998-2021:

<https://www.kaggle.com/rankirsh/esports-earnings>

### Business Rules:

--- table level rules ---

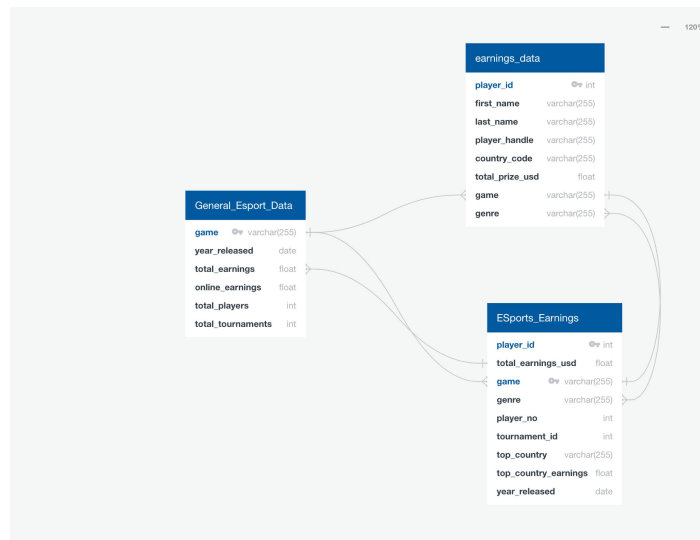
- Keep gaming data related to the US, filter out other countries
- Only keep data for players that only over \$700k
- drop any row that has any missing data, only complete data

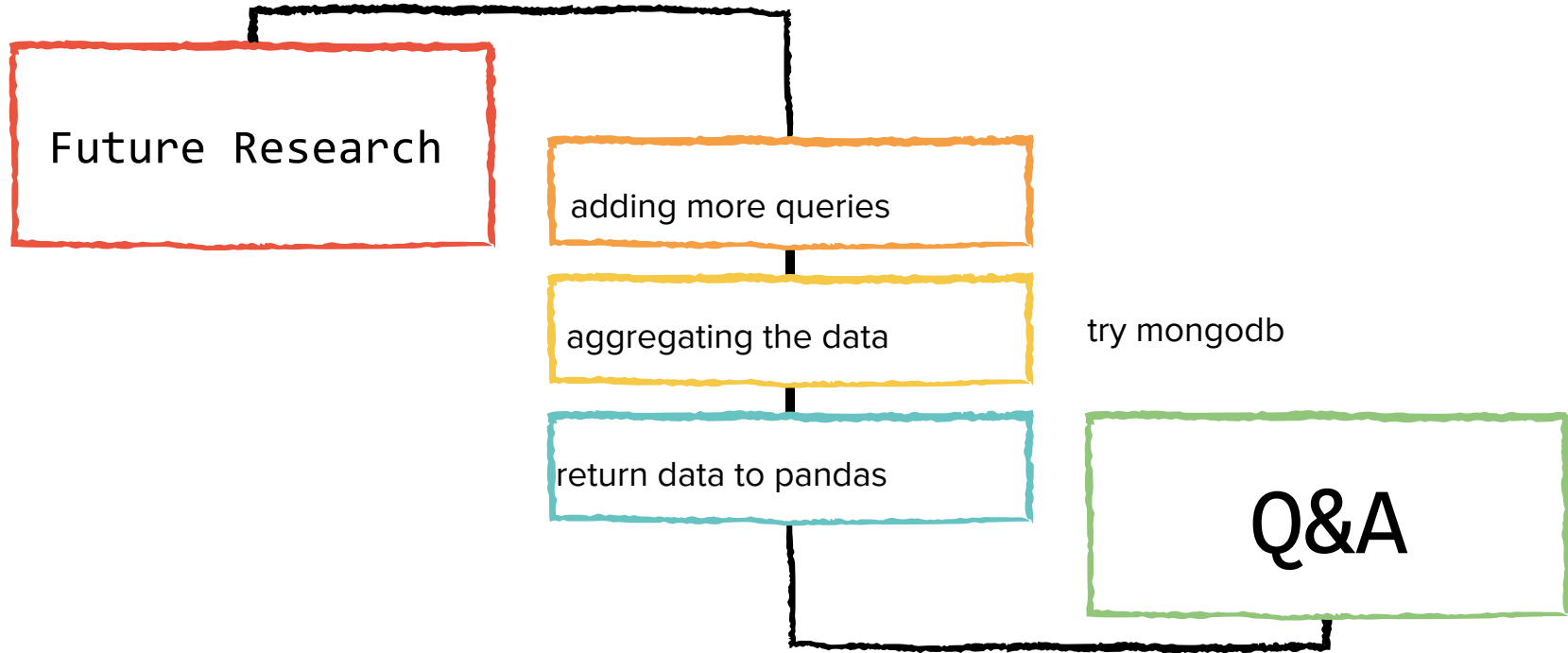
---- column level rules ----

- lower case
- format date
- unformat numbers --> INT

### Organizing Visuals for Presentation:

<https://slidesgo.com/theme/linear-flowchart-infographics>





<Thank  
you! />

