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Title: Data Analyst test (kwalee)

Task: To find on which level are players most likely to fail?

Solution: level_number 3

Method 1:

R code:

install.packages("readr")

install.packages("magrittr")

install.packages("dplyr")

install.packages("ggplot2")

library(readr)

players <- read.csv("level_progress.csv")</pre>

players

library(magrittr)

library(dplyr)

players_failed <- players %>% filter(status == "fail") # filtering the data that shows only the failed status

most_failed_level <- players_failed %>% group_by(level_number) %>%

summarise(freq = n()) %>% arrange(desc(freq)) # summarising the number of frequency that the total level number occurred in a dataset and arranging it in a descending order.

head(most_failed_level) # Records showing only top 6 counts which are in descending order.

Output:

| | level_number | freq |
|---|--------------|-------------|
| | <int></int> | <int></int> |
| 1 | 3 | 865 |
| 2 | 5 | 537 |
| 3 | 4 | 475 |
| 4 | 6 | 400 |
| 5 | 7 | 255 |
| 6 | 8 | 255 |

Conclusion: we can see that the total frequency of level number 3 is high that is 865, hence we can conclude that maximum people failed at level number 3.

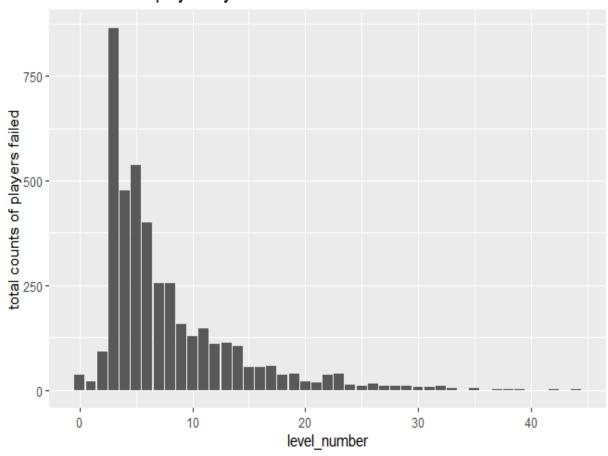
Method 2:

Data Visualization:

```
library(ggplot2)
ggplot(data = players_failed, aes(x = level_number)) +
geom_bar() +
labs(x = "level_number", y = "total counts of players failed",
    title = "Distribution of players by the level number")
```

Output:

Distribution of players by the level number



Conclusion: Above bar graph shows that at level 3 there is a increase in number of players failed. Hence level 3 is the where most players failed.

Method 3:

R code:

```
players_failed <- players %>% filter (status == "fail")

count(players_failed)

mean(players_failed$level_number)

o/p 7.616015

players_failed_more <- players_failed %>% filter(level_number <= 8)

players_failed_less <- players_failed %>% filter(level_number >= 8)

count(players_failed_more)

count(players_failed_less)

players_failed_more %>% mutate(player_stratum= cut(level_number, breaks = 5)) %>%

group_by(player_stratum) %>% summarise(n = n())
```

O/p:

| | player_stratum | n |
|---|----------------|--------------|
| | <fct></fct> | <int></int> |
| 1 | (-0.007, 1.4] | 57 |
| 2 | (1.4, 2.8] | 91 |
| 3 | (2.8,4.2] | <u>1</u> 340 |
| 4 | (4.2,5.6] | 537 |
| 5 | (5.6, 7.01] | 655 |
| | | |

Conclusion: We can see that the total number of players failed is higher in the level that falls between the range 2.8 - 4.2, therefore we can conclude that players are most likely to fail in the range 2.8 - 4.2.