

Functional Requirements:

- Aggregate player-vehicle statistics (crew skills, boosters, equipment, etc).
- Expose aggregated data to game client.
- The feature must update statistics in near real-time after a battle is completed.

Non-functional Requirements:

- The system must handle data retrieval and aggregation for up to 10 thousand requests per second.
- The Data Assistant must load statistics within 10 seconds.
- The data pipeline must process and aggregate raw battle data for up to 100000 battles per hour.

