

# Documentation Data Analyst

This page is documentation of the system for DA

For the analyst needs we have a special secured space that can be requested at any time and not depend on incoming data processing.

Incoming data by design have a lag is 10 - 15 minutes for almost all aggregated tables.

Analyst data is available in the next aggregated tables:

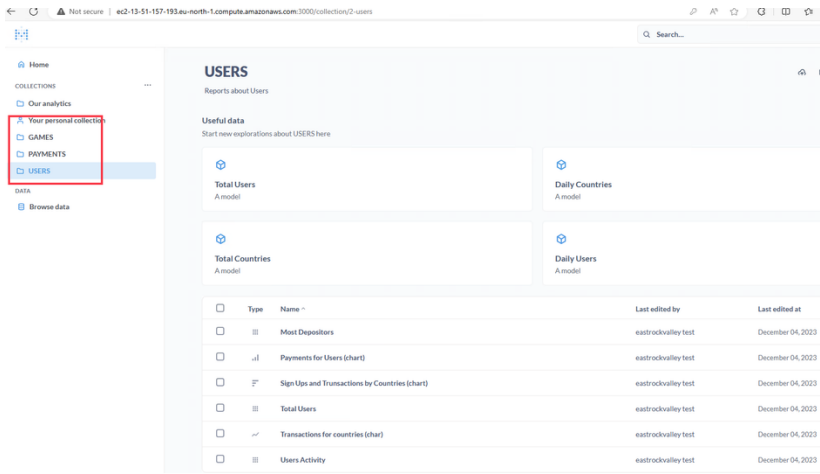
- **Daily Users** - date/user aggregated information (date, user\_id, user, active\_games, active\_game\_types, transactions, deposit, deposits, withdrawal, withdrawals, duration),
- **Total Users** - user total (lifetime) figures (user\_id, user, dates, first\_date, last\_date, active\_games, middle\_games\_daily, active\_game\_types, middle\_game\_types\_daily, transactions, middle\_transactions\_daily, deposit, middle\_deposit\_daily, deposits, middle\_deposits\_daily, withdrawal, middle\_withdrawal\_daily, withdrawals, middle\_withdrawals\_daily, duration, middle\_duration\_daily),
- **Daily Countries** - date/country aggregated (date, country\_id, country, active\_users, active\_games, sign\_ups, transactions, deposit, deposits, withdrawal, withdrawals, duration),
- **Total Countries** - country total (lifetime) figures (country\_id, country, dates, first\_date, last\_date, active\_users, middle\_users\_daily, active\_games, middle\_games\_daily, sign\_ups, middle\_sign\_ups\_daily, transactions, middle\_transactions\_daily, deposit, middle\_deposit\_daily, deposits, middle\_deposits\_daily, withdrawal, middle\_withdrawal\_daily, withdrawals, middle\_withdrawals\_daily, duration, middle\_duration\_daily),
- **Daily Games** - date/game (date, game\_id, game\_type, active\_users, active\_countries, duration),
- **Total Games** - game total (lifetime) (game\_id, game\_type, dates, first\_date, last\_date, active\_users, middle\_users\_daily, active\_countries, middle\_active\_countries, duration, middle\_duration\_daily),
- **Daily Game Types** date/game type (date, game\_type\_id, game\_type, active\_games, active\_users, active\_countries, duration),
- **Total Game Types** - game type total (lifetime) (game\_type\_id, game\_type, games, dates, first\_date, last\_date, active\_users, middle\_users\_daily, active\_countries, middle\_active\_countries, duration, middle\_duration\_daily),
- **Daily Payments** - date/type of payment (date, type, active\_users, active\_countries, transactions, deposit, deposits, withdrawal, withdrawals),
- **Total Payments** - total for the type of payment (type, dates, first\_date, last\_date, active\_users, middle\_users\_daily, active\_countries, middle\_active\_countries, transactions, middle\_transactions\_daily, deposit, middle\_deposit\_daily, deposits, middle\_deposits\_daily, withdrawal, middle\_withdrawal\_daily, withdrawals, middle\_withdrawals\_daily).

The RAW data:

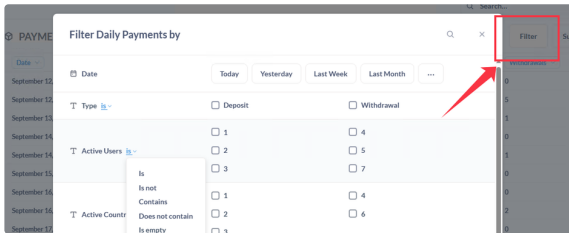
- **Users** - incoming data with total lifetime values (user\_id, user, signup\_date, country, dates, first\_date, last\_date, active\_games, middle\_games\_daily, active\_game\_types, middle\_game\_types\_daily, transactions, middle\_transactions\_daily, deposit, middle\_deposit\_daily, deposits, middle\_deposits\_daily, withdrawal, middle\_withdrawal\_daily, withdrawals, middle\_withdrawals\_daily, duration, middle\_duration\_daily, created\_at, updated\_at).
- **Games Users Dates** - incoming data (game\_id, game\_type, game\_created\_at, user\_id, user\_name, user\_created\_at, signup\_date, play\_date, duration).
- **Payments** - incoming data (transaction\_id, user\_id, amount, transaction\_date, type, created\_at, updated\_at, user, signup\_date, country).

The system is flexible enough to be modified for any "special aggregations" additionally.

For reporting System was selected Metabase (free version)

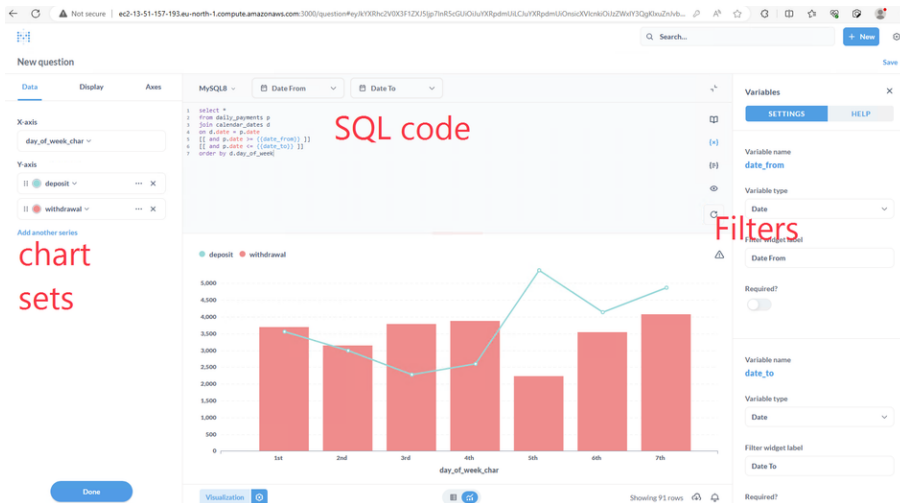


Reports are grouped by Entity



the Models in database are reflected in the table. All the filters and grouping can be applied right here and saved as a personal version of the report

The report can also be taken with manual SQL code:



developing a new report in Metabase easy by mouse

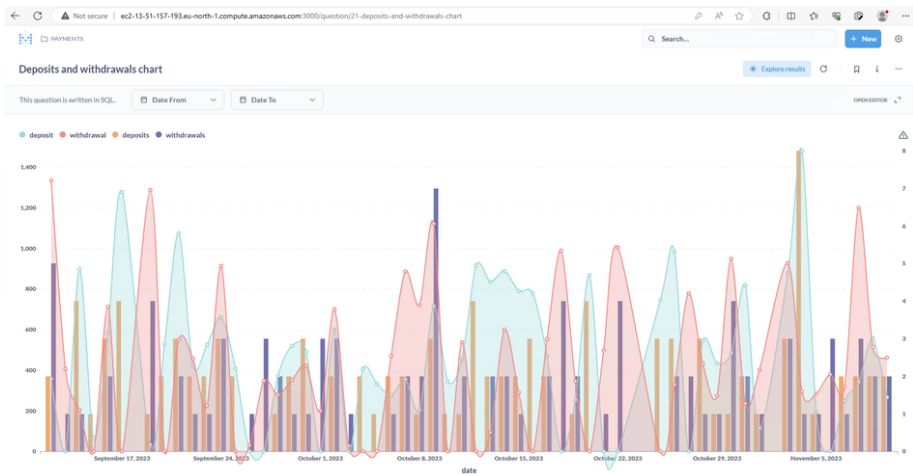


chart example