**Objective:**

Evaluate the effect of different team level access points (level 5 vs. level 7) on player engagement and retention.

**Dataset Structure:**

* id: Unique identifier for each player.
* team\_level\_access: Indicates the experimental group to which the player belongs ('level\_5' or 'level\_7').
* minutes\_played: Total minutes played by the player.
* day1\_retention: Boolean indicating whether the player was active on the first day after joining (TRUE for active, FALSE for inactive).
* day7\_retention: Boolean indicating whether the player was active on the seventh day after joining (TRUE for active, FALSE for inactive).

**Potential Insights:**

The analysis will provide insights into how different access levels to teams influence player behavior in terms of game engagement and retention. This can guide future game design decisions, particularly in relation to team dynamics and access criteria.