Mentorness Game Analysis Presentation

Decode Gaming Behavior

Problem Statement

The dataset includes two tables: `Player Details` and `Level Details`.

Player Details Table:

`P_ID`: Player ID

`PName`: Player Name

`L1_status`: Level 1 Status

`L2_status`: Level 2 Status

`L1_code`: Systemgenerated Level 1 Code

`L2_code`: Systemgenerated Level 2 Code

Level Details Table:

`P_ID`: Player ID

`Dev_ID`: Device ID

`start_time`: Start Time

`stages_crossed`: Stages Crossed

`level`: Game Level

`difficulty`: Difficulty Level

`kill_count`: Kill Count

`headshots_count`: Headshots Count

`score`: Player Score

`lives_earned`: Extra Lives Earned

Players at Level 0

Players are engaged at various difficulty levels.

Each player is identified by a unique ID (P_ID) and device (Dev_ID).

- Player 211 ("bd_017"): breezy-indigo-starfish (Low difficulty).
- Player 300 ("zm_015"): lanky-asparagus-gar (Difficult difficulty).
- Player 310 ("bd_015"): gloppy-tomato-wasp (Difficult difficulty).
- Player 358 ("zm_013" & "zm_017"): skinny-grey-quetzal (Medium & Low difficulty).
- Player 429 ("bd_013"): flabby-firebrick-bee (Medium difficulty).
- Player 558 ("wd_019"): woozy-crimson-hound (Difficult difficulty).
- Player 632 ("bd_013"): dorky-heliotrope-barracuda (Difficult difficulty).
- Player 641 ("rf_013" & "rf_015"): homey-alizarin-gar (Low, Difficult, & Medium difficulty).
- Player 656 ("rf_013"): sloppy-denim-wolfhound (Medium difficulty).

Average Kill Count for Level 1 Codes

war_zone: 19.29

bulls_eye: 22.25

speed_blitz: 19.33

Total Stages Crossed at Each Difficulty Level

Difficult: 46 stages crossed

Medium: 35 stages crossed

Low: 15 stages crossed

Players with Games Played on Multiple Days

Player **211, 300, 483, 590, 632,** and **663** played on the most number of unique dates (5 or more).

Several players, such as **242, 292, and 296**, played on only 2 unique dates, indicating potentially sporadic or less frequent gameplay.

Player **683** played on the highest number of unique dates (7), suggesting consistent engagement over time.

Sum of Kill Counts by Level and Difficulty

Player **211** has a notably high sum of kill counts at **Level 1 (55)**, indicating strong performance compared to the average for the Medium difficulty.

Player **224** has a sum of kill counts of **30 at Level 2,** suggesting consistent performance above the Medium difficulty average.

Player **483** shows varied performance across levels, with a particularly high sum of kill counts **(50) at Level 2**, indicating exceptional performance.

Player **632** has a substantial sum of kill counts at **Level 0 (45)**, indicating strong performance even at the initial level.

Total Lives Earned by Level

Level 2 has a notably **higher** sum of **lives earned (51)** compared to **Level 1 (23)**, indicating potentially greater challenges or rewards at higher levels.

Top 3 Scores by Dev_ID

Some device IDs, such as **rf_017** and **zm_017**, have multiple top scores tied at the first rank for different difficulties.

Scores vary across difficulties for the same device ID, indicating diverse player performance or game mechanics.

Some device IDs have scores concentrated in one difficulty, while others show a more balanced distribution across difficulties.

Top 5 Scores by Difficulty Level

Device **zm_017** has multiple scores tied at the first rank for **Difficult** difficulty.

Scores for different device IDs vary within the same difficulty level.

The **top 5** devices based on their scores across difficulty levels are:

1. **zm_017**
2. **bd_013**
3. **bd_015**
4. **rf_017**
5. **zm_015**

Top 3 Highest Sum of Scores by Device ID

The device **"bd_013"** has player **"224"** with the **highest** sum of scores at **9870.**

Similarly, **"zm_017"** has player **"683"** with the **second-highest** sum of scores at **8900**, followed by player **"632"** with a score of **5600.**

Players Scoring More Than 50% of Average Score

Notable players scoring above **50%** of the average include **"craggy-ivory-dragonfly"** with a score of **18140**, **"tasty-peach-fly"** with **17230**, and **"nippy-peach-neanderthal"** with **16310**.

These players demonstrate exceptional performance compared to the average score, indicating their high skill level or extensive gameplay.