

## Metadata for player\_assets.csv

This dataset contains asset ownership records for players in a game.

Each row corresponds to a single asset that a player may own.

Columns:

1. player\_id - A unique identifier for each player.
2. asset\_type - The type of asset the player owns (e.g., sword, shield, potion).
3. quantity - The number of units of that asset owned by the player.

Note: A player may have multiple rows, one for each asset they own.

To aggregate this dataset for modeling, you can pivot it to produce one column per asset type.