Now that we have top n graphs
we have to implement more.

1. Average graphs
   ↳ top n averages from data type

2. Block - item specific graphs

```
┌─────────────┐
│  all data   │
└─────────────┘
```

↓

```
┌──────────────────────┐
│  data type           │
│  (minecraft: mined,  │
│   minecraft: used,   │
│     : . .)           │
└──────────────────────┘
```

↓

```
┌──────────────────────┐
│  Block/item          │
│                      │
│  (minecraft: stone,  │
│   minecraft: iron-hoe,│
│       ...)           │
└──────────────────────┘
```

* example graph

crafted iron axe
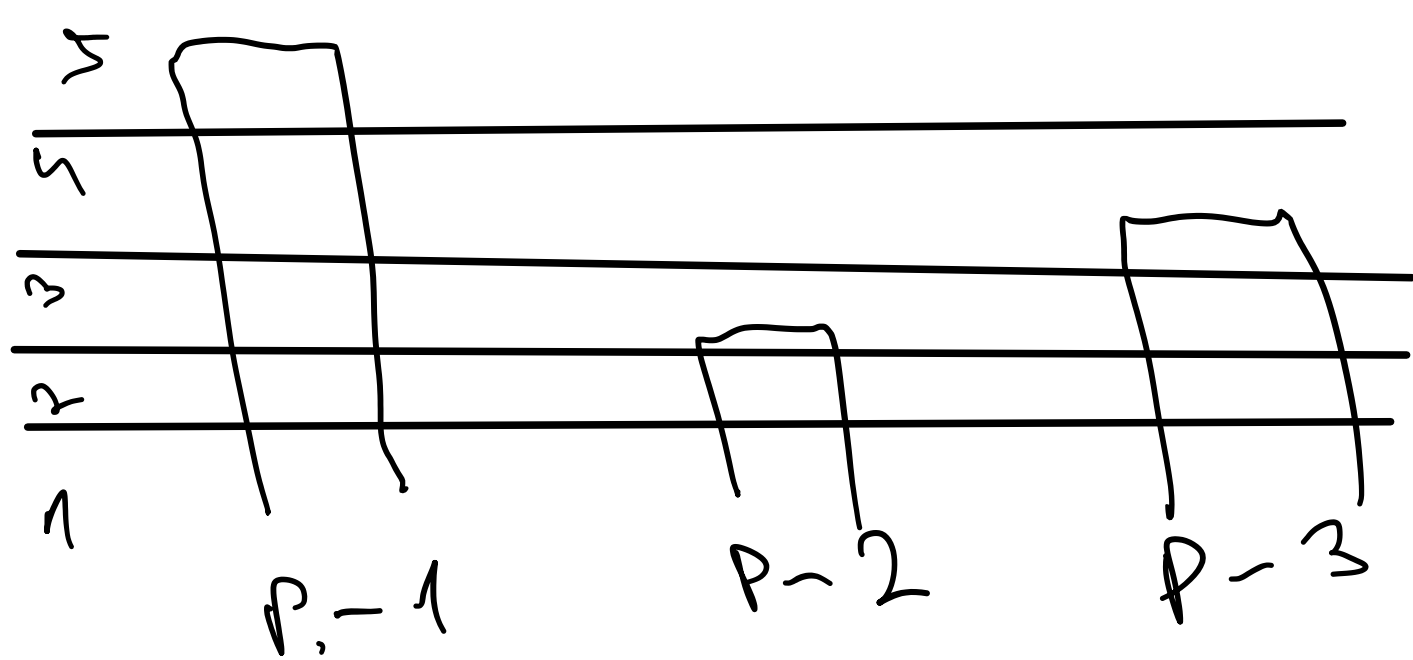
3. Ratio graphs
   ↳ ratio b/n data type 1 and 2
      ↳ e.g. $\dfrac{\text{minecraft: killed}}{\text{minecraft: killed-by}}$

   ↳ could be both for leaderboard purposes
         (like top n)
         or just listing all ratios for given/all players)