# **Data Exploration**

#### **Data Set Overview**

The table below lists each of the files available for analysis with a short description of what is found in each one.

File Name	Description	Fields	
ad-clicks.csv	A detailed description of players' clicks on advertisements	timestamp: when the click occurred.	
		txld: a unique id assigned to the click	
		userSessionid: the session id of the session in which the user made the click	
		teamid: the current team id of the user who made the click	
		userid: the id of the user who made the click	
		adld: the id of the ad clicked on	
		adCategory: the category of the ad clicked on	
buy-clicks.csv	A detailed record of players' in-app purchases	timestamp: when the purchase was made.	
		txld: a unique id assigned to the purchase	
		userSessionId: the session id of the session in which the user made the purchase	
		team: the current team id of the user who made the purchase	
		userId: the id of the user who made the purchase	
		buyld: the id of the item purchased	
		price: the price of the item purchased	
users.csv	This file contains information about the game's players.	timestamp: when user first played the game.	

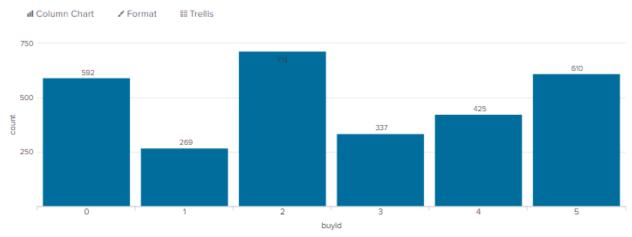
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		userId: a unique id assigned to the user.
		nick: the nickname chosen by the user.
		twitter: the twitter handle of the user.
		dob: the date of birth of the user.
		country: the two-letter country code where the user lives.
team.csv	A detailed record of terminated teams	teamld: the id of the terminated team
		name: the name of the terminated team
		teamCreationTime: when the team was created
		teamEndTime: when the last member left the team
		strength: a measure of team strength at point of termination
		currentLevel: the level of the team at point of termination
team- assignments.csv	A record of players' team- joining events	timestamp: when the user joined the team.
		team: the id of the team that the user joined
		userId: the id of the user
		assignmentId: a unique id assigned to this joining event
level-events.csv	A detailed record of every time a team engages with levels	timestamp: when the engagement occurred.
		eventId: a unique id assigned to the engagement
		teamld: the id of the team
		teamLevel: the level engaged by the team
		eventType: the type of event, either 'start' or 'end'

user-session.csv	A detailed record of every time a user starts/ends a playing session	timestamp: when the event occurred.	
		userSessionId: a unique id assigned to the session.	
		userId: the current user's ID.	
		teamld: the id of the user's current team.	
		assignmentId: the team assignment id assigned when the user joined the current team	
		sessionType: whether the event type is 'start' or 'end'	
		teamLevel: the level of the team during this session.	
		platformType: the platform type the user used during the session.	
game-clicks.csv	A detailed description of all clicks performed by the user during playing	timestamp: when the click occurred.	
		clickld: a unique id assigned to the click.	
		userId: the id of the user performing the click.	
		userSessionId: the id of the session the user was in when the click occurred.	
		isHit: Boolean value denotes if the click hit the flamingo (value is 1) or missed the flamingo (value is 0)	
		teamld: the id of the user's current team	
		teamLevel: the current level of the user's current team	

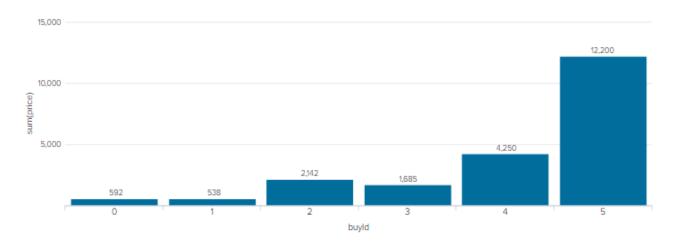
## Aggregation

Amount spent buying items	21407.0
Number of unique items available to be purchased	6

#### A histogram showing how many times each item is purchased:

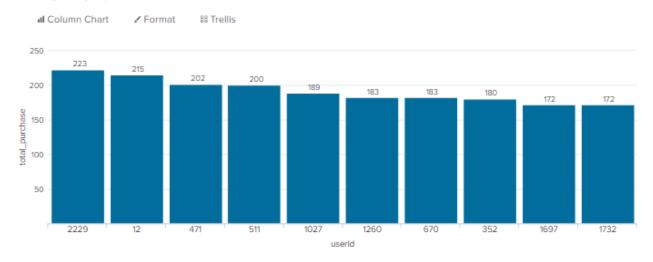


#### A histogram showing how much money was made from each item:



### Filtering

A histogram showing total amount of money spent by the top ten users (ranked by how much money they spent).



The following table shows the user id, platform, and hit-ratio percentage for the top three buying users:

Rank	User Id	Platform	Hit-Ratio (%)
1	2229	iPhone	11.60
2	12	iPhone	13.07
3	471	iPhone	14.50