**Introduction**

One of the well known game and one of the first freemium game to generate over USD 1 Billion dollars , Candy Crush Saga is a mobile game developed by King also part of Activision and Blizzard company that’s played by millions of people across the world. Candy Crush has more than 3000 levels, and are added new levels ones every week. In 2020 it has 8900 levels, And with that many levels It’s important for the game developer to release a level difficulty just right. If it’s too easy the game will be boring, and if it’s too hard the players become frustrated and quit playing. By Analyzing the data we can give a recommendation for the game developer, whether he/she need to worry about the game too easy and hard.

**The data set**

The dataset we use are the sample of players who play Candy Crush back in 2014, and only from one episode. It has the following columns:

* **player\_id**: a unique player id
* **dt:** the date
* **level**: The level number from the episode(range from 1 to 15)
* **num\_attempts**: Number of level attempts for the player on that level and date.
* **num\_success:** Number of level attempts that resulted in a success/win for the player on that level and date.

We have loaded

Sources:

<https://www.businessofapps.com/data/candy-crush-statistics/>

https://www.kaggle.com/kingabzpro/candy-crush