**Attribute Selection**

features\_used = [""]

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| --- | --- |
| **Attribute** | **Rationale for Selection** |
| count\_gameclicks | Number of clicks done by players, will allow to identify player spending a lot of time . |
| ~~count\_hits~~ | ~~Will identifier best players, those ones will have high count\_hits~~ (not used , as highly correlated to *hit\_precision*) |
| hit\_precision | Hit precision is a percentage of count\_hits over all gamecliks |
| count\_buyID | Number of items bought by players, will allow to identify those giving revenue to the company. |
| avg\_price | Average amount of money spend buying on the game website. |