Understanding the CSV Files Generated by the Scripts

NOTE: timestamps in these files may be considered all GMT so no recalculations are necessary.

Simulation Specific Log Files

File: ad-clicks.csv

ERD table: AdClicks

A line is added to this file when a player clicks on an advertisement in the Flamingo app.

Example:

timestamp, txId, userSessionid, teamid, userid, adId, adCategory

2016-05-14 21:11:46, 6164, 6036, 91, 2116, 11, sports

2016-05-14 21:15:29, 6159, 5803, 67, 2181, 2, automotive

2016-05-14 21:25:11, 6160, 6073, 45, 583, 1, clothing

Fields:

timestamp: when the click occurred.

txId: a unique id (within ad-clicks.log) for the click

userSessionid: the id of the user session for the user who made the click

teamid: the current team id of the user who made the click

userid: the user id of the user who made the click

adId: the id of the ad clicked on

adCategory: the category/type of ad clicked on

File: buy-clicks.csv

ERD table: InAppPurchases

A line is added to this file when a player makes an in-app purchase in the Flamingo app.

Example:

timestamp, txId, userSessionId, team, userId, buyId, price

2016-05-14 21:41:36, 6193, 5759, 107, 418, 2, 2.99

2016-05-14 23:11:36, 6294, 5757, 61, 2699, 0, 0.99

2016-05-14 23:11:36, 6295, 5759, 48, 1954, 2, 2.99

Fields:

timestamp: when the purchase was made.

txId: a unique id (within buy-clicks.log) for the purchase

userSessionId: the id of the user session for the user who made the purchase

team: the current team id of the user who made the purchase

userId: the user id of the user who made the purchase

buyId: the id of the item purchased

price: the price of the item purchased

File: users.csv

ERD table: User

This file contains a line for each user playing the game.

Example:

timestamp, userId, nick, twitter, dob, country

2012-06-07 13:18:39, 1727, ygT3AjR9, @xF6DPo, 1992-08-23, TO

2012-06-07 13:47:43, 447, 3D27yVBcJXy, @ltrWQA, 1967-12-04, CF

2012-06-08 19:36:22, 2028, dvLDYcZ, @cUXLeeYt, 1997-10-12, C

Fields:

timestamp: when user first played the game.

userId: the user 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.

File: team.csv

ERD table: Team

This file contains a line for each team terminated in the game.

Example:

teamId, name, teamCreationTime, teamEndTime, strength, currentLevel

71, MVGOSu, 2016-05-31 20:02:08, 9999-12-31 23:59:59, 0.929398025213, 1

54, DKyRF58wRx, 2016-06-01 02:56:13, 9999-12-31 23:59:59, 0.538909518465, 1

45, KSJNVDO5u, 2016-06-01 03:09:22, 9999-12-31 23:59:59, 0.299277902587, 1

Fields:

teamId: the id of the team

name: the name of the team

teamCreationTime: the timestamp when the team was created

teamEndTime: the timestamp when the last member left the team

strength: a measure of team strength, roughly corresponding to the success of a team

currentLevel: the current level of the team

File: team-assignments.csv

ERD table: TeamAssignment

A line is added to this file each time a user joins a team. A user can be in at most a single team at a time.

Example:

timestamp, team, userId, assignmentId

2016-06-01 16:42:18, 37, 894, 5525

2016-06-01 16:48:46, 11, 1849, 5537

2016-06-01 16:55:23, 72, 1936, 5332

Fields:

timestamp: when the user joined the team.

team: the id of the team

userId: the id of the user

assignmentId: a unique id for this assignment

File: level-events.csv

ERD table: LevelEvent

A line is added to this file each time a team starts or finishes a level in the game

Example:

timestamp, eventId, teamId, teamLevel, eventType

2016-05-16 04:41:36, 0, 4, 1, end

2016-05-16 04:41:36, 1, 4, 2, start

2016-05-16 04:41:36, 2, 9, 1, end

Fields:

timestamp: when the event occurred.

eventId: a unique id for the event

teamId: the id of the team

teamLevel: the level started or completed

eventType: the type of event, either start or end

File: user-session.csv

ERD table: User_Sessions

Each line in this file describes a user session, which denotes when a user starts and stops playing the game. Additionally, when a team goes to the next level in the game, the session is ended for each user in the team and a new one started.

Example:

timestamp, userSessionId, userId, teamId, assignmentId, sessionType, teamLevel, platformType

2016-05-26 14:47:30,5675,170,90,5423,start,1,iphone

2016-05-27 00:06:54,5675,170,90,5423,end,1,iphone

2016-05-26 14:43:09,5795,835,39,5300,start,1,android

2016-05-27 08:06:54,5795,835,39,5300,end,1,android

2016-05-26 14:47:20,5833,624,2,5529,start,1,iphone

Fields:

timestamp: a timestamp denoting when the event occurred.

userSessionId: a unique id for the session.

userId: the current user's ID.

teamId: the current user's team.

assignmentId: the team assignment id for the user to the team.

sessionType: whether the event is the start or end of a session.

teamLevel: the level of the team during this session.

platformType: the type of platform of the user during this session.

File: game-clicks.csv

ERD table: GameClicks

A line is added to this file each time a user performs a click in the game.

Example:

timestamp, clickId, userId, userSessionId, isHit, teamId, teamLevel

2016-05-14 20:41:36, 298, 2236, 6104, 0, 80, 1

2016-05-14 20:41:40, 270, 951, 5999, 0, 74, 1

2016-05-14 20:41:42, 162, 1954, 5893, 0, 48, 1

Fields:

timestamp: when the click occurred.

clickId: a unique id for the click.

userId: the id of the user performing the click.

userSessionId: the id of the session of the user when the click is performed.

isHit: denotes if the click was on a flamingo (value is 1) or missed the flamingo (value is 0)

teamId: the id of the team of the user

teamLevel: the current level of the team of the user