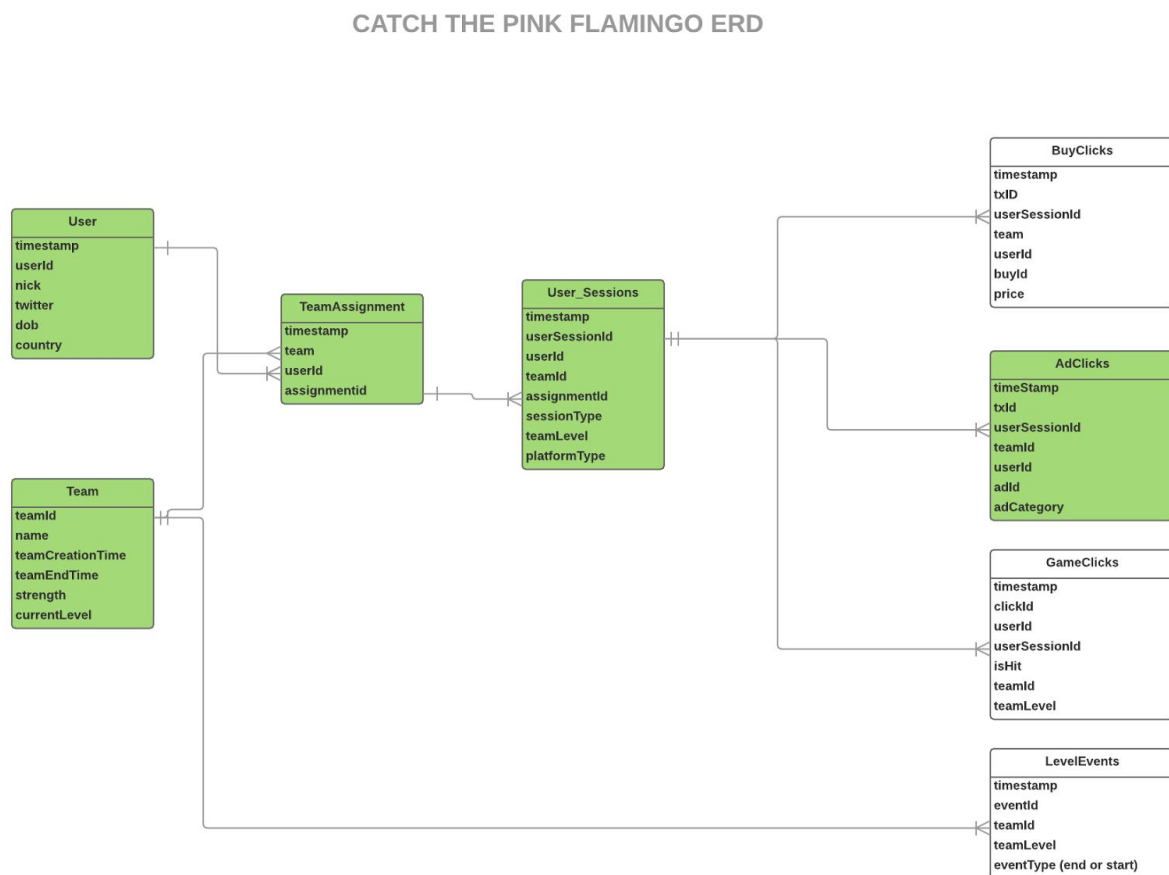# Overview of the Catch the Pink Flamingo Data Model

The data generation scripts create several log files recording the activities of people playing Catch the Pink Flamingo. This document describes the fields in those log files.

The image below is an Entity Relationship Diagram (ERD) for the Catch the Pink Flamingo game data model.

CATCH THE PINK FLAMINGO ERD

Gameplay

Each user is a member of at most one team. When a new user starts playing the game, she is on a team by herself for the first level (i.e., playing the tutorial) and may join a team on subsequent levels.

Simulation Overview

There are three distinct groups for each user with two main categories to contain these three groups. A user can be:

- In a Team

    - Playing

    - Not Playing

- Not in a Team

    - Unassigned

General User Sessions and Team-assignments

When a user is in a team playing, they have a unique user session that starts when they start playing and ends when they stop playing.

In either case, whenever a user is in a team, they will have a team-assignment recorded when they first joined the team but no more. In other words, when a user is unassigned (not in a team) and joins a team, a team-assignment is recorded.

Leveling Up and More on User Sessions

Whenever the user is in a team (playing or not playing), they can level up whenever the team finishes playing a level. When they level up, two level-up events are recorded for the team, one for the end of the previous level and the other for the start of the current one.

At the same time, all the users who are playing would end their current session, record it, and start new sessions with updated team_level values.