

**SCORUM**



# Case Task

**Business Development Operations Analyst Role**

## Description

- [Aviatrix](#) is a game based on crash mechanics. The player places a bet by launching an airplane and must then land the plane before it explodes. The longer the plane flies, the higher the winning coefficient. If the player fails to land the plane in time and it explodes, they lose their bet. If they successfully land the plane, the winnings are calculated as the bet multiplied by the landing coefficient.



# KEY QUESTIONS?

Based on the provided data (attached by CSV file), the following tasks need to be performed:

- Identify and describe errors in the data.
- Prepare a brief report with metrics that you consider most useful for description.
- Attempt to assess user engagement: devise metrics and justify their use.
- What additional fields/events would you request to implement for a more comprehensive study?



# Columns description

- CreatedAt - date and time of result recording,
- Currency - user's currency name,
- UserId - id of user,
- PlatformId - name of the platform,
- MatchId - id of the game,
- stake\_currency - bet size in user's currency,
- stake\_eur - bet size in EUR,
- won\_currency - winning size in user's currency,
- won\_eur - winning size in EUR



## Expected Results

**format: Jupyter Notebook**  
**timeline - 1 week**



# QUESTIONS?