- -- Question 1
- -- SQL query to get Unique Players in the Data
- -- DISTINCT gives unique event_user IDs, removing the repetitive ones present in the rest of the table
- -- The DISTINCT user ID's are then counted in order to get the total number of unique players

```
SELECT
COUNT(DISTINCT event_user)
FROM
game_data;
```

Simple query, does not have much additional explanation.

- -- Question 2 A
- -- SQL query to get average number of slot machines per session
- -- Used subquery: Subquery groups the game sessions together by using session_id (meaning from opening the game to closing) and groups them by session_token which corresponds to the number of times a slot machine is entered
- -- Considered using unique slotmachine_id instead but since the term "number of slot machines" was vague, I took it to mean the number of times any slot machine is entered, hence the session token
- -- For the outside query: averages the number of slot machines per session and returns the value

SELECT

```
AVG(number_of_slot_machines)
AS average_number_of_slot_machines
FROM
```

(SELECT

session id,

COUNT(DISTINCT session_token)

AS number of slot machines

FROM

game data

GROUP BY

session id);

- subquery that groups session_id together to count the number of machines that were accessed by the player

(DISTINCT session_token) - DISTINCT was added in order to not mix spins in the same machine session

- Question 2 B
- -- SQL query to get the average number of spins per machine session
- -- Similar structure to the question before
- -- Used subquery to get the count of spins per machine session by grouping the session_tokens together and counting the total per token into a column
- -- Outside query calculates the average of all the spins_count column and returns it SELECT

AVG(spins_count)

AS average_spins_count

FROM

(SELECT

session_token, COUNT(*)

AS spins count

FROM

game_data

GROUP BY

session_token);

- subquery that groups by session_token and counts the rows that belong to each token in order to represent a machine session

```
-- Question 3 -- SQL query
```

- -- SQL query to get the probability of hitting the various win_types
- -- Used inline query to count the total count of win_type which is the total number of rows
- -- Divided count per win_type over total count to get probability
- -- Can add "* 100" in order to make percentages

```
SELECT
win_type,
(COUNT(*) / (
SELECT
COUNT(*)
FROM
game_data))
AS win_type_count
FROM
game_data
GROUP BY
win_type;
```

- inline query that counts the total number of win_types by counting the rows

- -- Question 4
- -- SQL query to get the retention rate
- -- Has 1 external query and 2 subqueries
- -- subquery 1 returns the total number of unique players who returned after 24 hours have passed since install date
- -- subquery 2 returns the total number of unique players
- -- combined the two queries together in order to get a table where the two count values are side by side
- -- dividing the two counts together and multiplying by 100 gives the percentage of players who returned

SELECT

count_more_than_24_hours / total_count * 100

AS retention_rate

FROM

(SELECT

COUNT(DISTINCT event_user)

AS count more than 24 hours

FROM

game_data

WHERE

event_time > install_date + INTERVAL 24 HOUR)

AS subquery1

CROSS JOIN

(SELECT

COUNT(DISTINCT event_user)

AS total count

FROM

game data)

AS subquery2;

- subquery 1 which counts the unique returning players
- subguery 2 which counts the total unique players
- CROSS JOIN was used to combine the two tables (2 1x1 tables) into one (1 1x2 table)
- calculates the retention rate percentage

- -- Question 5
- -- SQL query to get the average RTP
- -- nested query
- -- summary query is the innermost query which calculates RTP per spin
- -- RTP is then averaged together according to slotmachine_id

SELECT

slotmachine_id, AVG(rtp) AS avg_rtp

FROM

(SELECT

slotmachine_id,

amount / total_bet_amount AS rtp

FROM

game_data

) AS summary

GROUP BY

slotmachine_id

- subquery which calculates the rtp per row