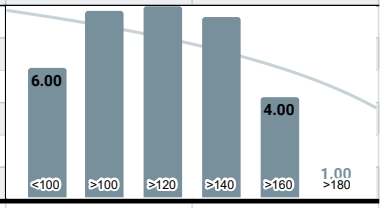
ALPHA	Gamelog S1						
Statistic	Total Points	Train Points	Route Points	Route Quantity	Route Completion	Longest Route	Cars Remaining
Mean [1]	125.10	74.58	50.52	6.30	82.70%	32%	1.57
Median [2]	128.50	75.00	48.00	6.00	83.33%	NA	1
Mode [3]	126.00	67.00	35.00	5.00	100.00%	NA	0
Questions	Question				Answer [4]		
Total Points	What is the standard deviation of players **total points**? [5]				deviation:	32.42	
	What is the standard deviation of **total points** *below* the average score?				deviation:	30.92	
	What is the standard deviation of **total points** *above* the average score?				deviation:	15.99	
	What is the coefficiecnt of variation for the players **total points? [6]**				cv / volatility:	25.91%	
Sharpe Ratio	Players performance against average score considering overall volatility? [7]				risk-adj-ratio	0.16	
Sortino Ratio	Players performance against average score considering only downside risk? [8]				downside-adj-ratio	0.17	
Upside Potential Ratio	Players performance against average score considering only upside potential? [9]				updside-adj-ratio	0.33	
	What are the three lowest scoring games (outliers)?				low: 3	2nd low: 32	3rd low: 74
	What are the three highest scoring games (outliers)?				high: 182	2nd high: 174	3rd high: 172
	How does the players lowest scoring game compare to their average score?				% of average:	2.40%	
	How does the players highest scoring game compare to their average score?				% of average:	145.48%	
	How often does the player score less than 100 points?				6 times/games		
	How often does the player score between 100 and 120 points?				13 times/games		
	How often does the player score between 120 and 140 points?				14 times/games		
	How often does the player score between 140 and 160 points?				12 times/games		
	How often does the player score between 160 and 180 points?				4 times/games		
	How often does the player score greater than 180 points?				1 times/games		
Train Points	What is the standard deviation of players **train points**?				deviation:	13.32	
	What is the standard deviation of **train points** *below* the average score?				deviation:	7.77	
	What is the standard deviation of **train points** *above* the average score?				deviation:	7.56	
	What is the coefficiecnt of variation for the players **train points? [10]**				cv / volatility:	17.86%	
	What is the average value of the players train car? (segment efficiency)				**trn *s** / avg cars:	1.72	
Sharpe Ratio	Players performance against average **train *s** considering overall volatility? [11]				risk-adj-ratio	0.00	
Sortino Ratio	Players performance against average **train *s** considering only downside risk? [1				downside-adj-ratio	0.01	
Upside Potential Ratio	Players performance against average **train *s** considering only upside potential?				updside-adj-ratio	0.01	
	What are the three lowest **train *s** (outliers)?				low: 48	2nd low: 49	3rd low: 50
	What are the three highest **train *s** (outliers)?				high: 103	2nd high: 96	3rd high: 95
	How does the players lowest **train *s** compare to their average score?				% of average:	64.36%	
	How does the players highest **train *s** compare to their average score?				% of average:	138.11%	
Route Points	What is the standard deviation of players **route points**?				deviation:	28.50	
	What is the standard deviation of **route points** *below* the average score?				deviation:	21.16	
	What is the standard deviation of **route points** *above* the average score?				deviation:	15.49	
	What is the coefficiecnt of variation for the players **route points? [14]**				cv / volatility:	56.41%	
	What is the average value of the players route? (route effectiveness)				**rte *s** / avg routes:	8.02	
Sharpe Ratio	Players performance against average **route*s** considering overall volatility? [15]				risk-adj-ratio	0.18	
Sortino Ratio	Players performance against average **route*s** considering only downside risk? [1				downside-adj-ratio	0.25	
Upside Potential Ratio	Players performance against average **route*s** considering only upside potential?				updside-adj-ratio	0.34	
	What are the three lowest **route *s** (outliers)?				low: -48	2nd low: -16	3rd low: 9
	What are the three highest **route *s** (outliers)?				high: 118	2nd high: 97	3rd high: 88
	How does the players lowest **route *s** compare to their average score?				% of average:	-95.01%	
	How does the players highest **route *s** compare to their average score?				% of average:	233.57%	

[1] Average, calculated by adding all scores and dividing by amount of games played

[2] Middle number, in set of scores arranged from smallest to largest

[3] Most common, score that appears most frequently

[4] I lost my mind when I realized the w is silent... it was one of those "say the word until it is meaningless" moments

[5] Standard Deviation: The average amount of variation there is from the (mean) average score.

Higher values = high variation in scores
Lower values = low variation in scores

[6] Coefficient of Variation: A measure of the relative variability of the players scores.

Where (player standard deviation/player average score)

High percentage = high variability
Low percentage = low variability

This can be seen as "volatility"

[7] Where (player average - all players average)/standard deviation

In other words, this is how well the player manages risk/potential against their general deviation

[8] Where (player average - all players average)/downside deviation

In other words, this is how well the player produces returns against downside risk/deviation

[9] Where (player average - all players average)/upside deviation

In other words, this is how well the player capitalizes on upside potential/deviation

[10] Coefficient of Variation: A measure of the relative variability of the players scores.

Where (player standard deviation/player average score)

High percentage = high variability
Low percentage = low variability

This can be seen as "volatility"

[11] Where (player average - all players average)/standard deviation

In other words, this is how well the player manages risk/potential against their general deviation

[12] Where (player average - all players average)/downside deviation

In other words, this is how well the player produces returns against downside risk/deviation

[13] Where (player average - all players average)/upside deviation

In other words, this is how well the player capitalizes on upside potential/deviation

[14] Coefficient of Variation: A measure of the relative variability of the players scores.

Where (player standard deviation/player average score)

High percentage = high variability
Low percentage = low variability

This can be seen as "volatility"

[15] Where (player average - all players average)/standard deviation

In other words, this is how well the player manages risk/potential against their general deviation

[16] Where (player average - all players average)/downside deviation

In other words, this is how well the player produces returns against downside risk/deviation

[17] Where (player average - all players average)/upside deviation

In other words, this is how well the player capitalizes on upside potential/deviation