1. GameID: Unique ID number for each game (integer)
2. LeagueIndex: Bronze, Silver, Gold, Platinum, Diamond, Master, GrandMaster, and Professional leagues coded 1-8 (Ordinal)
3. Age: Age of each player (integer)
4. HoursPerWeek: Reported hours spent playing per week (integer)
5. TotalHours: Reported total hours spent playing (integer)
6. APM: Action per minute (continuous)
7. SelectByHotkeys: Number of unit or building selections made using hotkeys per timestamp (continuous)
8. AssignToHotkeys: Number of units or buildings assigned to hotkeys per timestamp (continuous)
9. UniqueHotkeys: Number of unique hotkeys used per timestamp (continuous)
10. MinimapAttacks: Number of attack actions on minimap per timestamp (continuous)
11. MinimapRightClicks: number of right-clicks on minimap per timestamp (continuous)
12. NumberOfPACs: Number of PACs per timestamp (continuous)
13. GapBetweenPACs: Mean duration in milliseconds between PACs (continuous)
14. ActionLatency: Mean latency from the onset of a PACs to their first action in milliseconds (continuous)
15. ActionsInPAC: Mean number of actions within each PAC (continuous)
16. TotalMapExplored: The number of 24x24 game coordinate grids viewed by the player per timestamp (continuous)
17. WorkersMade: Number of SCVs, drones, and probes trained per timestamp (continuous)
18. UniqueUnitsMade: Unique unites made per timestamp (continuous)
19. ComplexUnitsMade: Number of ghosts, infestors, and high templars trained per timestamp (continuous)
20. ComplexAbilitiesUsed: Abilities requiring specific targeting instructions used per timestamp (continuous)