

# PSIT Project Overview

## Overview

- **Genre** of games **ratio** [\[overview\\_genre.py\]](#)
- **Platform type** of games **ratio** [\[overview\\_platform.py\]](#)

## Releases

- Each **genre** of games **count** in each **year** [\[releases\\_genre.py\]](#)
- **Platform type** of games **count** in each **year** [\[releases\\_platform.py\]](#)

## Growth

- Each **Platform type** of games **stacked** in each **year** [\[growth.py\]](#)

## Sales

- NA, EU, JP, other and global sales **summed** in each **year** [\[sales\\_region.py\]](#)
- Each **genre** of games **global sales** **summed** in each **year** [\[sales\\_genre.py\]](#)
- **Platform type** of games **global sales** **summed** in each **year** [\[sales\\_platform.py\]](#)

## Top Publishers

- Top **<n>** publishers. [\[publishers.py\]](#)

## ~~Average sale per game by type~~

- ~~Average sale~~ per game by ~~genre~~ in each ~~year~~ [~~Dot /~~  
~~avgsales\_genre.py~~]
- ~~Average sale~~ per game by ~~platform type~~ in each ~~year~~ [~~Dot /~~  
~~avgsales\_platform.py~~]

**Notes:** For **platform types**, please view ["platform\\_types.pdf"](#).