

Prediction of Gamer sales and ratings

Dataset: Video Games Sales 2019

Fields include: *Name, Platform, Genre, Rating, Publisher, Developer, Score, Sales, Year*

Communication channel: WhatsApp

GitHub Repo: <https://github.com/9321ass2/Assignment2>

Role of each Teammate:

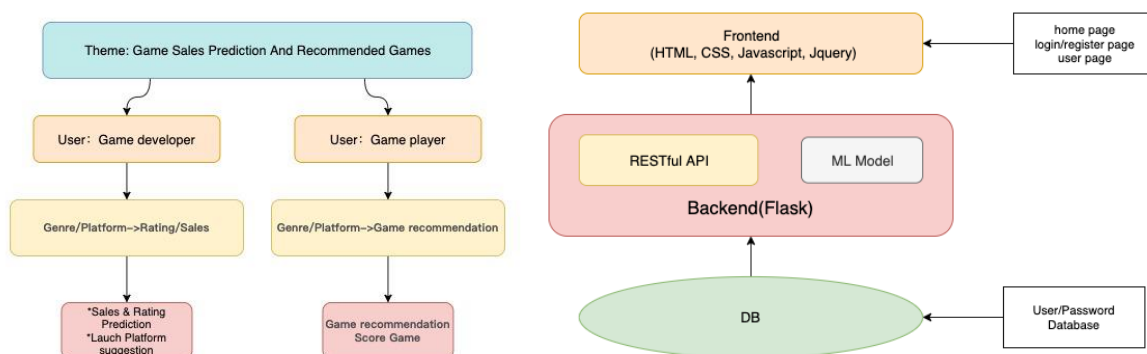
Leader of Web	Ziyan Chen	Web development: Frontend and UI design
Member of Web	Heng-Chuan Lin	Web development: Restful API & database design
Leader of ML	Jiexin Zhou	ML Modelling
Member of ML	Huiyao Zuo	ML Modelling
Member of ML	Weijia Min	Data processing, Visualization + ML (part-time)

Service description:

Our service aimed to both game players and game companies. We've covered records of 30K+ games on the major platforms of companies such as SONY, Microsoft and Nintendo from 1970s. Such valuable records are provided in different statistic charts (e.g. a pie chart for regional sales, a linear graph for the prediction of game sales, etc.) for our users.

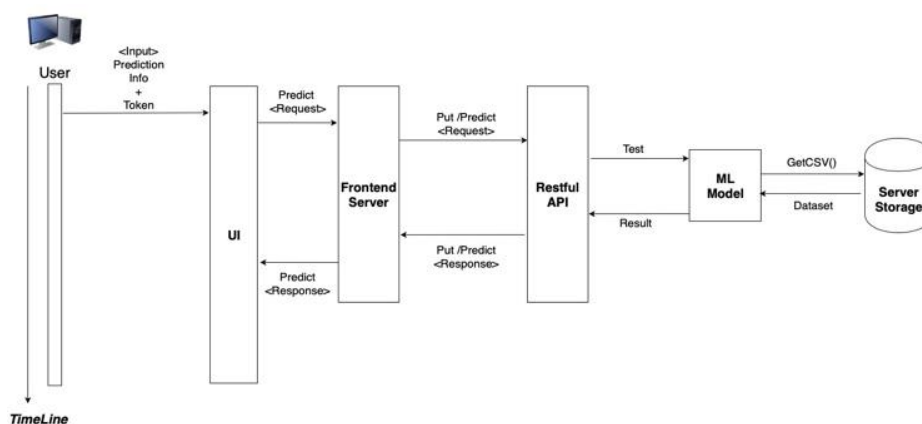
For game companies, with the merit of our prediction service, game developers and publishers would gain more insights for developing popular games and publishing on the appropriate platforms based on our machine-learning model.

For players, the customized game recommendation with reviews from the third-party websites would be provided based on the preferences of each player.



Schema of our target users

Architecture of our service



Flow charts of user behaviour