Use-Case Definition and MVP Proposal
- Group 6

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In the world of video gaming, player experience can make or break a game's success. Yet, with thousands of player reviews being added every month, development teams often struggle to understand what gamers truly want. Our project aims to tackle this challenge by building a review-driven recommender system that surfaces meaningful, actionable feedback from players. The goal is to help game developers and product managers better understand what's working, what's broken, and which features players care about based not on assumptions, but on real voices from their gaming community.

To build this system, we're using a comprehensive dataset sourced from Kaggle ("Video Games Reviews") which contains 47774 of real user reviews collected from various gaming platforms. Each entry includes detailed information such as the Game Title, User Rating, Age Group Targeted, Price, Platform, Developer, Publisher, Release Year, Genre, and multiplayer support. It also covers qualitative aspects like Graphics Quality, Soundtrack Quality, Story Quality, and Game Mode. Additionally, it contains user-generated review text, minimum number of players required, and whether the game requires special devices, along with the estimated Game Length in hours.

For our MVP, we are building a simple **content-based recommender system**. The recommender will use game characteristics and qualitative features to suggest similar games based on what a user has liked before. This first version focuses on structured attributes, aiming to provide intuitive, transparent suggestions based on user preferences.

As a second dimension, we may explore sentiment analysis on the User Review Text to extract deeper emotional insights and complement the recommendations. If time and complexity allow, we hope to enrich the system by incorporating this analysis to better understand how players feel about various aspects of a game.

By combining structured game attributes with user-generated feedback, our system aims to generate relevant, explainable recommendations that enhance both discovery and user satisfaction. This approach offers a practical tool for game developers, marketers, and players navigating a crowded and competitive gaming ecosystem.