Game Database

Computer game publishers are obliged to release video game requirements to consumers so that they know if their PC is capable of playing a game before purchasing it. The website <https://gamesystemrequirements.com/> was scraped for game requirement information including game information (name, release date, reviews) along with minimum and recommended hardware requirements as specified by publisher.

<https://github.com/AkodoD/DI-Project-Proposal/blob/master/Raw%20Data/game%20database.xlsx>

CPU, GPU and RAM Databases

CPU and GPU specifications were both scraped from the website <https://www.techpowerup.com/>. RAM specifications were collected manually from Wikipedia.

CPU Data: These include technical specifications like slot type, codename, # of cores, and the theoretical FLOPS per cycle.

<https://github.com/AkodoD/DI-Project-Proposal/blob/master/Raw%20Data/CPU%20Final%20DB.xlsx>

GPU Data: These include technical specifications like bandwidth, directX version supported, onboard memory size and type, release date, and various performance metrics.

<https://github.com/AkodoD/DI-Project-Proposal/blob/master/Raw%20Data/game%20database.xlsx>

RAM Data: This set includes the bandwidth for various RAM types.

<https://github.com/AkodoD/DI-Project-Proposal/blob/master/Raw%20Data/Ram.xlsx>