**Executive Summary**

*Video games were a large part of my, and many others childhoods. Today we see evidence of that in the rapidly growing popularity of collecting 90’s memorabilia, including all things video games and Pokemon. According to my primary source, giantbomb api, 193 video game platforms have been released to date, and the 194th is set to be the Next Generation Xbox in 2026. The goal of this project is to find correlations between a users perception of a game in order to advise the game development team for the new Xbox release.*

**Motivation**

*My goal with this project is to have a fun and unique insight into what influences a users perception of a game and the console. These insights will then be presented to the game development leads for the new Next Generation Xbox. The goal of the presentation will be to influence the strategic direction of the game development team.*

**Data Question**

*What factors consciously or subconsciously affect users perception of a game? Factors to be looked at include original release vs sequel, genre, critic reviews, difference between expected release date and actual release date, the company, primary console, number of consoles sold, number of platforms available to be played on, and even astrological sign of the main character.*

*I have chosen to look at a select 19 platforms released between 1989 and 2025.*

**Minimum Viable Product (MVP)**

*As previously stated, the target audience will be the game development team for Xbox, specifically for the Next Generation Xbox release. This is a mix of technical and nontechnically savvy individuals. Because it is possible this*

*The MVP is a canva presentation that is visually stimulating and entertaining, utilizing video game imagery throughout. Graphs created using Power BI and Python(matplotlib) will demonstrate clearly the correlations found.*

**Schedule (through <date of demo day>)**

1. Get the Data (8/18)
2. Clean & Explore the Data (8/19)
3. Create Presentation of your Analysis (8/21)
4. Internal demos (8/22)
5. Demo Day!! (8/29)

**Data Sources**

[*https://www.giantbomb.com/api/*](https://www.giantbomb.com/api/)

**Known Issues and Challenges**

*The largest issue so far is extracting the data, due to the limitations of the API. It allows for 200 calls to each id per hour, and limits the results of each call to a max of 100. This means 20000 is the max results per hour. This is a doable process, but involves a lot of additional time dedicated to waiting for the next hour to draw results, and quite specific code.*

*The other slight challenge is a lack of unique ids to link on. While there are a lot of datasets with unique ids, they often do not join in with the games or platforms id. The factors listed under “Data Question” all appear accessible to analyze, until the data is retrieved it will be difficult to know for sure.*