

* **Question/Problem statement**: (Scenario : my nephew asked me)
  + What are the best games you played as a 90’s child based on critics and user reviews?
  + And what are the best games nowadays for the new generation based on critics and user reviews?
* **Data Description**:

The dataset presents the most games and platforms used for gaming and shows number of players from 90’s **until november 10th, 2020.**

* Columns:

**-name**: The name of the game(text)

**-platform**: Platform it was released(text)

**-r-date**: date it was released(date)

**-score**: average score given by critics (metascore)(integer)

**-user score**: average score given by users in the website(integer)

**-developer**: game developer(text)

**-genre**: genre of the game (can be multiple)(text)

**-players**: Number of players (some games don't have this information)(text)

**-critics**: number of critics reviewing the game(integer)

**-users**: Number of metacritic users that reviewed the game(text)

* + Rows

-Data size (17945X10)

* **Tools:**
  + Programs:

-Spyder

-Python

-SQL

-SQLite

-Jupyter NoteBook

* + Libraries:

-Pandas

-Matplotlib

-Numpy

-seaborn

* + Functions: (Aggregate , DISTINC() , INSERT )
  + Plots: (Histogram Feature , Scatter plot ,Subplot)
* **MVP Goal:**

The goal of this project to answer the question about the most popular games during different generations with statistical analysis and insights out of curiosity.

* **Source:**

<https://www.kaggle.com/brunovr/games-cleaning-and-eda/data>