Yuli Project 1 Contributions:

1. Video Game Trends Graphical Representation Creations:
   1. Regional Video Game Sales (Slide 7 & 8)
      1. Line plot graph showcasing sales per year by region
   2. Top Global Video Game Release Years (Slide 11 & 12)
      1. Seaborn distribution histogram plot showcasing the number of games released over the years
   3. Leading Game Release Consoles (Slide 17 & 18)
      1. Count plot bar graph showcasing the number of video games per console
   4. Top 20 Video Games (Slide 19 & 20)
      1. Bar graph showcasing the 20 best selling games in history across global sales
2. Video Game Trends Powerpoint:
   1. Created the powerpoint for the team
      1. Last thank you slide credit to Yash!
   2. Presented on the:
      1. Top Global Video Game Release Years
      2. Leading Game Release Consoles
      3. Top 20 Video Games
      4. Data Set Question 1
3. Video Game Trends Paper:
   1. Answered the following Q’s:
      1. What are the leading regions across global video game sales?
      2. Why does North America have the most sales in comparison to the rest of the world?