Daniel Sterling

Aaron Suarez

Ivy Montero

Project Proposal Group 3

1. Dataset:
   a. Video Game Sales
   b. Everyone in the group likes video games and finds the dataset to be appealing and useful.
   c. https://www.kaggle.com/datasets/gregorut/videogamesales
2. Research guiding questions
   a. What platforms are the most prominent in the data set?
   b. What were the top 3 Genres that had games in the data set and what years were they at their peak?
   c. Which country has the highest percentage of gamers contributing to the top 3 genres?
3. https://www.kaggle.com/code/upadorprofzs/eda-video-game-sales
4. Visualization
   a. Bar Chart and Donut Chart will show the most prominent platforms.
   b. Line Graph to see the top 3 genres and Violin Charts for each of the top genres to determine the years those genres were at their height.
   c. Map to reveal each country's contribution to video game sales in the top 3 genres.
5. Does the year a game is released have any correlation with the number of copies sold?
6. https://coolors.co/palette/ef6f6c-77ff94-7f96ff-63458a-297373

7. We are only a group of 3 so we will be tackling each individual part of our project together.
    a. Data Cleaning will be lead by Aaron
        i. Question 1: Daniel
        ii. Question 2: Aaron
        iii. Question 3: Ivy
    b. Research Question will be lead by Daniel
    c. Slides will be lead by Ivy
8. https://github.com/CymbalOfJoy/Project_1-Group_3