**Team Running Notes**

**Workflow:**

**12-April-2021:** Team Meeting **13-April-2021:** Cleaned the clients dataset, Team Meeting, GroupName decided - MetricMonkey

**14-April-2021:** Set-up Asana

**15-April-2021:** Cleaned client dataset with a different approach (dense\_rank ordered by global sales)

**18-April-2021:** Completed tracker tool and had team meeting

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**Questions [@client/@toby]**

1. How to integrate other datasets (say: pricing) to the existing one? [@toby]
2. What kind of metrics are you looking for? [@client]
3. What really is the client’s approach wrt ranks? Is our suggested way preferred? [@client]

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**Ideas 💡:**

* Survey to understand our problem statement. [[vidhi malhotra](mailto:vidhimalhotra97@gmail.com)]
* Include qualitative ideas into the final presentation. [[Abhijay Nair](mailto:abhijay714@gmail.com)]
* Have a look at a country’s child population and check buying capacity. [[abhijay714@gmail.com](mailto:abhijay714@gmail.com)]

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**Important Links:**

* <https://nbviewer.jupyter.org/github/abhijaynairr/dataxp/blob/main/202104VG.ipynb> [jupyter script for data cleaning]
* <http://www.ninjametrics.com/kpi-metrics-for-video-games/>   
  [KPI Metrics for Video Games]
* <https://gameanalytics.com/blog/everything-need-know-interpreting-kpis/> [Everything you need to know about Interpreting KPIs]

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**Misc Comments/Thoughts:**

* Cleaning data by summing sales wasn't enough as rank gets messed up, also is deleting 271 rows with year as N/A really a good option? Again from the perspective of ranking? Is it fair to give 2 or more games with exactly the same global sales a different rank valid?
* Not sure how year really plays a crucial part apart from time forecasting but will it really be fair to compare games from the 2000s to those of the 1900s?