Video Game Publisher & Storyline

Data-420 Project Report

Applied Data Science

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# Preface

The idea is to provide a platform to the game publisher company to find the relevant characters & the countries to launch the new game with their unique characters and storyline. The storyline is extracted from the imdb database and

We have gathered the data from multiple sources, wrangle it, join it and made a meaningful information which can then be used for game publication.

# Tool & Technologies

* R
* Julia

We have extensively used both R & Julia to scrape, wrangle and visualize the data.

All the notebooks are in the Source directory along with the downloaded/extracted data.

The notebooks does have the information about the installed packages.

# Features

List of features ready and TODOs for future development

\* Game mined data

\* Movies semantics data (extracted keywords/feature from the movie plots)

\* GeoMapping to list countries on the map

\* CyptoAnalyzer to list top authentics currencies being used

# Design Diagram

# Entity Relation Diagram

# Data Visualization

# Data Visualization