Video Game Publisher & Storyline

Data-420 Project Report

Applied Data Science

University of Canterbury,

New Zealand.

Christine

Jay

Lina

Sara

Waqas

21st October, 2020.

Contents

[Preface 2](#_Toc54339650)

[Tool & Technologies 2](#_Toc54339651)

[Features 2](#_Toc54339652)

[Design Diagram 2](#_Toc54339653)

[Entity Relation Diagram 3](#_Toc54339654)

[Data Visualization 3](#_Toc54339655)

[Data Visualization 3](#_Toc54339656)

# Preface

The idea is to provide a platform to the game publisher to find the relevant characters & the countries to publish the new game.

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