

## **Capstone Project 2: Project Proposal**

### **Board Game Review**

Board games have regained popularity in recent years, they make it possible to entertain many afternoons with family or evenings with friends during hours. There are more and more of them and different kinds of games ranging from collaborative games to strategy games and more family games.

**The purpose of this project is to construct a model using machine learning and natural language processing to predict the rating of board games based on the reviews of clients and some other features as the designer of the games, the number of players, the average time of a game, the category...**

Potential clients of this project could be the board game designers so that they know the favorite game characteristics of the clients or they could be the managers of gaming shops, board game bar or larger department stores so that they know which games they will be most sensitive to sell.

For that, I will use scraping and APIs on the website: <https://boardgamegeek.com> following commands on this website: [https://boardgamegeek.com/wiki/page/BGG\\_XML\\_API2](https://boardgamegeek.com/wiki/page/BGG_XML_API2). The website [boardgamegeek.com](https://boardgamegeek.com) is a reference in terms of board games to receive advices and explanations from a large community.

I will extract for many recent board games, the name, the designer, the number of players, the average time, the category, the reviews of players and the rating of players.