VideoGame_Markdown2

Michel Aka

2022-11-14

Video Game Analysis by Michel Aka

Analyis of video games sales from 1970.

Data Processes

Data was downloaded from Kaggle https://www.kaggle.com/datasets/ashaheedq/video-games-sales-2019

```
##
## Attaching package: 'dplyr'

## The following objects are masked from 'package:stats':
##
##     filter, lag

## The following objects are masked from 'package:base':
##
##     intersect, setdiff, setequal, union
```

Backup the dataset in case we make an error. We also notice that the Total_Shipped column is missing values. We will use the Global_Sales wherever possible and replace the other missing values with 0.0.

Visualizations

yearly sale trends

```
## Warning: Use of `yearly_sales$Year` is discouraged.
## i Use `Year` instead.

## Warning: Use of `yearly_sales$yearly_sales2` is discouraged.
## i Use `yearly_sales2` instead.

## Warning: Use of `yearly_sales$Year` is discouraged.
## i Use `Year` instead.

## Warning: Use of `yearly_sales$yearly_sales2` is discouraged.
## i Use `yearly_sales2` instead.

## Warning: Removed 1 row containing missing values (`geom_line()`).

## Warning: Removed 1 rows containing missing values (`geom_point()`).
```