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CS5200 DBMS Project - Game Ranker

Video: https://www.youtube.com/watch?v=Mel8iiIz8Gg

Value Proposition
Game Ranker is a database of video games with recommendations, reviews, average time played, and availability per console. This database offers recommendations of new games for players who want to play "good" games of a specific genre; games of over/under a specific time played; and games with certain keywords in reviews who are unhappy with the massive selection of games with questionable quality or replay value. Game Ranker also allows developers to investigate if the length of a particular game or genre has an effect on game sales.

Deliverable and Future Additions
API Integration to automatically collect statistics about a user, using the Steamworks API.

Data Sources
List of Steam video-game platform recommendations, with play times per user:
This dataset contains a list of recommendations for video games as well as the length of time a specific user has played a game. Game Ranker can aggregate these "time played" values to get an average time played for each game. Although this list is specific to PC games, a large amount of those games can be assigned to other Platforms because they are the same game with the same name. Game Ranker will assume there will not be a significant difference in hours played on different consoles.

List of video game sales numbers, with a 0-100 rating from critics:

This dataset contains a list of video games with what platform they exist on, what sales numbers they have from different regions, a 0-100 rating from critics, and how many people rated a specific game. This is an interesting data set because there are multiple data sets of different sizes from different dates that have scraped the same data. Combining them may offer more meaningful insights towards the data set.

List of game ratings with a score from critics and users:

This dataset contains a list of video games with a score of critics and an average score from users of the site the data was scraped from Metacritic. This data could be used as a fallback when there is no Steam playtime available for a game. It will be combined with the other scores to get an average across users and critics.