

Predicting Video Game Sales

ECE 229 Group 6



What helps a video game sell?



User Story

- Sales Director of established game studio
- Historical Sales
 - a. Genre
 - b. Regions
- Popularity
 - a. Platforms
 - b. Publishers
 - c. Genres
- Growth trend sales overall
 - a. Genre breakdown
- Predictive model

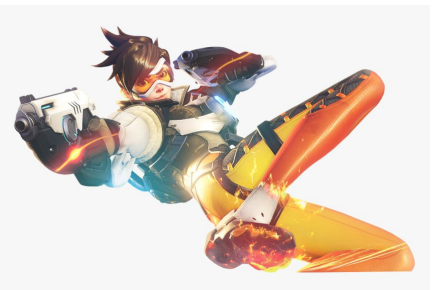




Dataset

Source: Kaggle

- 16,000+ video games
- >100,000 copies sold
- Categorical Data
 - Region
 - Platform
 - Genre
 - Publisher, Name, Rank



Objectives and Key Results (OKR)

1. Dataset and Features
2. Preprocessing/Cleaning
 - a. UI functionality
3. Dashboard
Implementation
4. Documentation
5. Docker Deployment
6. Testing

Challenges

- Plotly Dashboard Creation
- Docker Configuration

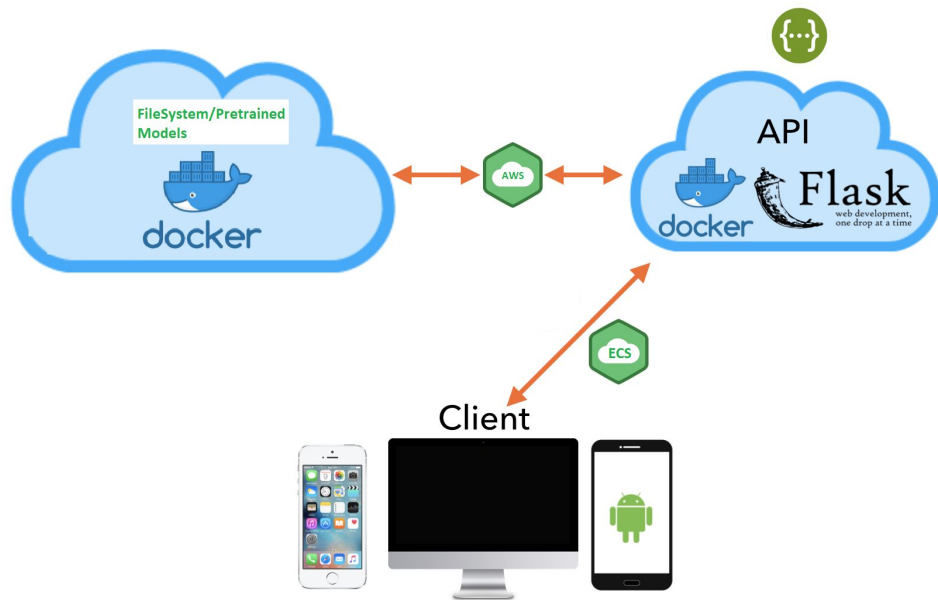




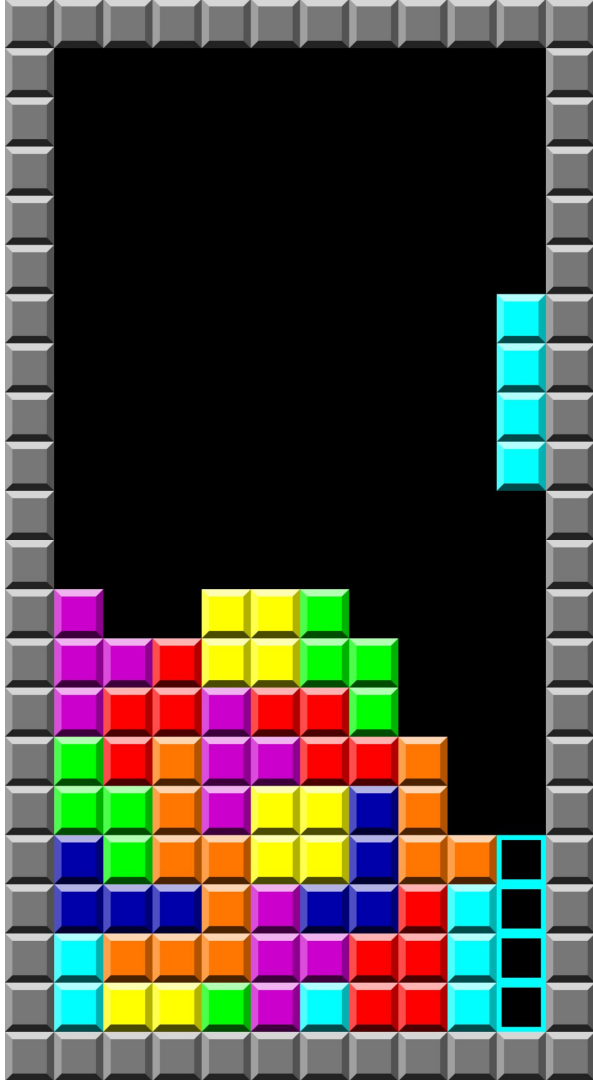
Dashboard Demo



Architectural Diagram



AWS Deployment



Thank you!
