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| **Tech Saksham**  Final Project Report  **Track Name** |  |  |

**video game sales**

Aiman college of arts and science for women

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**ABSTRACT**

This paper examines video game sales by platform in the global market from a period spanning 2006 through 2011. As the home video game industry has rapidly matured and become established as a forefront facet of interactive entertainment in the home, we seek to determine what aspects of the video game market have the greatest impact on sales. This question is particularly poignant, as the maturation of the video game industry has witnessed efforts at both vertical integration and horizontal expansion on the part of the top game publishers and developers in hopes of solidly grounding the industry. This study employs a Kruskal-Wallis test to compare eight different gaming platforms. The results indicate Nintendo's Wii was the top selling global platform; Nintendo DS was the second tier; Xbox 360, Sony PlayStation 3, and the personal computer (PC) are in the third tier; the fourth tier consists of Sony PlayStation 2 and Sony PSP: and the

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**CHAPTER 1**

**INTRODUCTION**

* 1. **Overview**
  2. **Feature**
  3. **Advantages**
  4. **Scope**
  5. **Future Work**

**1.1 Overview**

The project In this the main goal was to analyze the sales of video games in different regions. The regions are North America, Europe, Japan, other countries(comined) and then the global sales(total of all the regions). The main idea was to visualize the sales for different genres, publishers and platforms. This would give the basic idea about the most popular genres, publishers and platforms amongst all. Also analyzing the effect of genres on sales in different regions

**1.2 Feature**

All Games Have a Goal. When Suits speaks of "a specific state of affairs," he is referring to the goal of the game. ...

All Games Have Rules...

All Games Have Restrictions. ...

Games Require the Acceptance of Rules by the Players.

**1.3 Advantages**

* **Extremely high engagement.**
* **High quality content.**
* **Interactive Brand Storytelling.**

* **Better message retention.**
* **Loyalty through entertainment**.
  1. **Scope**

The totality of outputs, outcomes and benefits and the work required to produce them. Objectives: Predetermined results towards which effort is directed. Objectives may be defined in terms of outputs, outcomes and/or benefits.

**1.5 Future Work**

* Virtual reality
* Augmented reality
* Artificial intelligence
* Cloud gaming
* High-fidelity graphics
* Free-to-Play
* The metaverse

**CHAPTER 2**

**SERVICES AND TOOLS REQUIRED**

**2.1 Services Used**

**2.1.1 Liberty Profile**

**2.2 Tools and Softwares used**

**2.2.1 NodeJS**

**2.2.2 HTML**

**2.2.3 Cloud Foundry**

**2.1 Services Used**

* **Pandas**
* **Numpy**

**2.1.1 Liberty profile**

Liberty Profile is a flexible server profile of IBM’s WebSphere Application Server (WAS) which enables the server to deploy only required custom features rather than deploying all available components.

**2.2 Tools and Softwares used**

**Tool**

* **Python,Sql**

**Software**

* **Jupyter notebooks**

**2.2.1 NodeJS**

JavaScript is one of the most popular programming languages in the world. It powers millions of websites today, and it has attracted droves of developers and designers to build features for the web. If you’re new to programming, JavaScript is easily one of the [best programming languages](https://kinsta.com/blog/best-programming-language-to-learn/) to get under your belt.

For its first 20 years, JavaScript was used mainly for client-side scripting. Since JavaScript could be used only within the **<script>**tag, developers had to work in multiple languages and frameworks between the front-end and back-end components. Later came Node.js, which is a run-time environment that includes everything required to execute a program written in JavaScript.

**2.2.2 HTML**

HTML (**H**yper**T**ext **M**arkup **L**anguage) is the code that is used to structure a web page and its content. For example, content could be structured within a set of paragraphs, a list of bulleted points, or using images and data tables. As the title suggests, this article will give you a basic understanding of HTML and its functions.

HTML is a markup language that defines the structure of your content. HTML consists of a series of [elements](https://developer.mozilla.org/en-US/docs/Glossary/Element), which you use to enclose, or wrap, different parts of the content to make it appear a certain way, or act a certain way.

**2.2.3 Cloud Foundry**

**Cloud Foundry is an open source cloud platform as a service (PaaS) on which developers can build, deploy, run and scale applications.**

**CHAPTER 3**

**PROJECT ARCHITECTURE**

**3.1 Architecture**

**USER FRONTEND BACKEND**

|  |  |  |
| --- | --- | --- |
|  | **HTML 5** | **NODEJS 14.0**  **Database** |

**CHAPTER 4**

**ARCHITECTURE BLOCKS DETAIL WORKING**

**4.1 Blocks**

**SQL architecture work**

**MS SQL Server as Client-Server Architecture**

* The client is an application that gives requests to the MS SQL Server, which resides on a specific machine. The server can process input data based on the request. At last, the server responds with processed output data.

**architect work in video games**

* They can conceptualize, plan, and execute designs in the real world, skills that are transferable to both video games as well as VR and AR environments.

**CONCLUSION**

By the above data we can say that action games on DC or playstation for that matter are the most popular and are the ones responsible for maximum sales all over the globe. Also as these games are so abundant and popular(ranking wise), variation in the sales of one or two such games would not cause significant change in the overall sales.

**JavaScrip**

**REFERENCES**

**Kaggle**

https://www.kaggle.com/datasets

**Wikipedia**

https://en.wikipedia.org/wiki/Video \_game

**CODE**

**Git Hub Repo Link**

https://github.com/Keerthika-jpg/projectTSP.git