**Which approach is best/approved for this dataset?**

Considering the knowledge that I currently have as well as after doing research I have found that “k-Nearest neighbors” is an algorithm that I can use. This is because I find it useful for the idea of “Classification” and “Regression” that is needed for a recommendation system based on a game’s properties and the similarities it can have to other games as well.

**What would be the result prediction?**

From the dataset I would like to find similar games that are going to be of interest for a user. It will show multiple games that are like what has been given.

**What features am I going to use for training and testing?**

For the features, I am going to be using the “publisher”,” genre” and possibly “critic score” since most of the people who are interested in buying video games are interested in there 3 metrics. It is possible that in the future the features could change but currently these are the ones which I am going to go with.

**What is the objective of my dataset?**

The objective of my dataset is to get useful information which will help me recommend a video game to a user, that they are going to find interesting and will probably buy. Although it is true that user data is currently something I do not have nor do I have an idea of how to implement, the accuracy of the application should still be satisfactory.