

Data Scientist Test Task

Context

Popular app stores provide users an option to review mobile apps including games. These reviews facilitate communication with players and help Wargaming assess its products and identify mobile gaming trends.

Task

Imagine a game designer seeking insights into strengths and weaknesses of Wargaming's product - World of Tanks Blitz. The designer also wants comparisons with other games, insights into current mobile gaming trends, and identification of areas for improvement in their own product.

To accomplish this, you are tasked with exploring public reviews of several mobile games to identify key themes in positive and negative feedback and conduct a comparative analysis between the provided games vs World of Tanks Blitz and prepare a response for the game designer in some analytical report. You can use player-assigned ratings when evaluating sentiment. Consider that the game designer is not a technical specialist. Present your findings clearly, using simple language and avoiding excessive technical details. Utilize visualizations and concise explanations for effective communication.

Please note this is a test task to assess your skills. If you've employed multiple approaches, including those not in the final solution, kindly comment in the code without removing the blocks associated with rejected approaches.

Results

- 1) Original code of your analysis in the form of a Jupyter notebook file(s), a py-file(s), or a project archive.
- 2) Response to the game designer with a text report, presentation, storytelling, or another preferred format.

Limitation

Use Python for programming.

Data

The data archive is available at the following link: [Mid_DS_NLP.zip](#)

Password: **DataScien..WG**

In the archive, you will find a file containing reviews for 10 different mobile games. These reviews are public and were extracted from the Google Play and App Store app markets. The file consists of the following fields:

Column	Description
app_id	unique identifier of a mobile game
app_name	name of the mobile game
review	text of the review (in English only)
rating	rating given by the player for the mobile game, on a scale of 1 to 5, with 5 typically representing the highest satisfaction and 1 representing the lowest
dt	review date