(MJ^2)C: Mason Reflection

I thought it was good to choose vgchartz-2024.csv because it included the important columns I wanted like genre, rating, sales, and console. Using those columns, we made the KPIs. They were average sales by genre, high ratings per console, total sales by region, and genre share percents. Average sales by genre told us how well each genre did on average. High ratings per console told us how many hits each console had. Total sales by region told us what regions would be good to market to. Genre share percents told us how saturated each genre is. The main cleaning decision was to remove the rows that had N/A values on the columns we were working with. Another one was to not clean the data specifically when doing the game share percent. The hardest bug I worked on was the new wave code. Most bugs I had to fix were pretty simple, with that one just taking a little longer than some others. Some improvements we could make could be changes like an endless mode.