

My team decided on the dataset `vgchartz-2024.csv` because of its wide range of detail, barely missing data, and important data needed to make an accurate pick on what game we need to make. We use the KPI sales by genre, game share percent of the top 5 games, high ratings per console, and total sales per region. This returned us with the information on to make a Shooter genre game, with a North American region focused game, for the PlayStation, and backing up the choice of a shooter game, shooters had a small game share but a high money return. We decided to clean the data by not changing any when doing game share and to remove the rows with N/A or nothing available that gave us no feedback. The hardest Pygame bug was trying to make the sprites of the game work and look proper while running in the game. The next improvement I would like to make is fixing the sprite sizes and adding more variety to the game like a dodge roll and more enemies that act differently.