**Problem statement**

To help people find more games they prefer more easier than usual by using the data of their games they have played and purchased.

**Explain about Dataset**

This dataset is a list of user behaviors, with columns: user-id, game-title, behavior-name, value. The behaviors included are 'purchase' and 'play'. The value indicates the degree to which the behavior was performed - in the case of 'purchase' the value is always 1, and in the case of 'play' the value represents the number of hours the user has played the game.

**Why you need AI to solve this problem**

We need AI to solve this problem because AI **makes the unthinkable thinkable , the impossible possible and the extraordinary ordinary**. So this project uses AI to recommend games to the people who use steam. Steam is a platform that allows you to purchase, play and stream with your friends. This takes the data of the games you have purchased and which you play and recommends games to you of your liking. That's why we need AI to solve this problem.

**AI makes the unthinkable thinkable , the impossible possible and the extraordinary ordinary**

**Explain the algorithm**

Random forest algorithm can be used for both classifications and regression tasks. It provides higher accuracy. Random forest classifiers will handle the missing values and maintain the accuracy of a large proportion of data. If there are more trees, it won't allow overfitting trees in the model.

A random forest is a meta estimator that fits a number of classifying decision trees on various sub-samples of the dataset and uses averaging to improve the predictive accuracy and control over-fitting.

**Explain the code**

1. Import pandas and Label encoder.
2. Then display 10rows and all the columns of the dataset for choosing the features and target.
3. Next choose the features and my target.
4. Label encode features and target because it was not in numerical form.
5. Import Random forest regressor and train the model
6. Test the model.