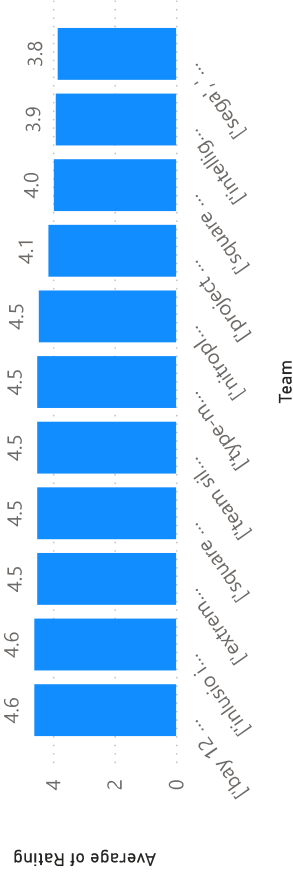
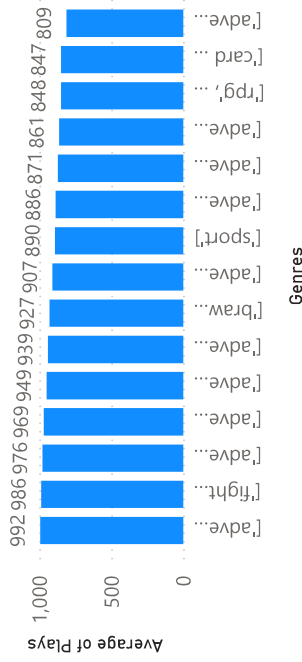
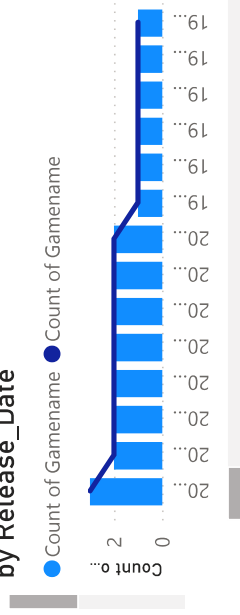


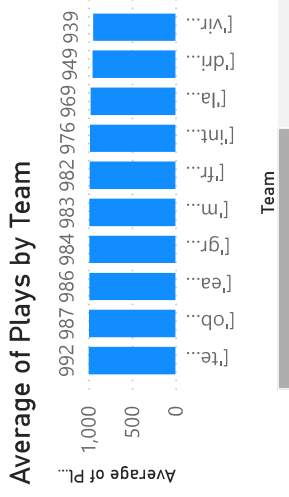
### 2) Developers (Team) that have the highest average ratings



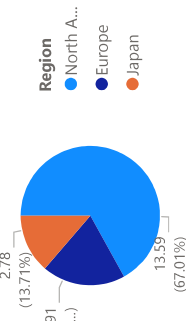
## Average Plays

Count of Gamename and Count of Gamename  
by Release\_Date

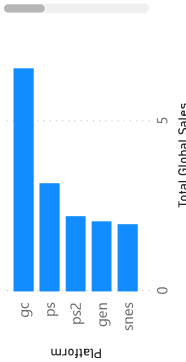
## Backlog-to-Wishlist Ratio by



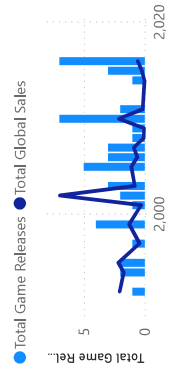
Region Sales by Region



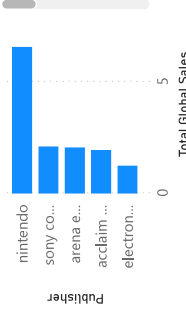
Total Global Sales by Platform



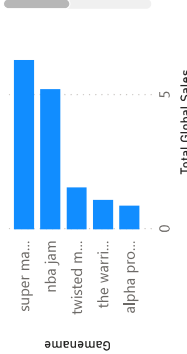
Total Game Releases and Total Global Sales by Year



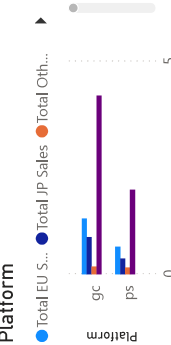
Total Global Sales by Publisher



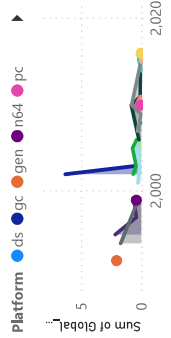
Total Global Sales by Gamename



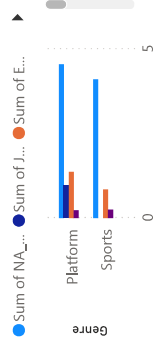
Total EU Sales, Total JP Sales, Total Other Sales and Total NA Sales by Platform



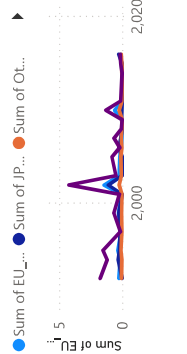
Sum of Global\_Sales by Year and Platform



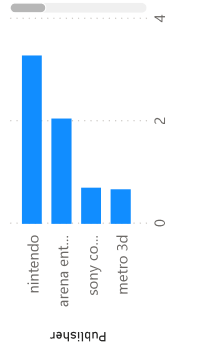
Sum of NA\_Sales, Sum of JP\_Sales, Sum of EU\_Sales and Sum of Other\_Sales by Genre



Sum of EU\_Sales, Sum of JP\_Sales, Sum of Other\_Sales and Sum of NA\_Sales by Year



Avg Sales per Publisher by Publisher



Genre

Genre	Sum of Other_Sales	Sum of Global_Sales	Rank Within Platform
Action	0.18	3.61	1
Adventure	0.05	0.51	1
Fighting	0.00	0.02	5
Platform	0.23	7.12	1
Role-Playing	0.27	3.13	1
Simulation	0.12	1.53	1
Total	1.10	21.40	1

