Brief Report

Video games sales Analysis

# Description + challenges

In this integration phase of the project I connected my backend files with my frontend by first creating an API with Heroku that I then added to my JavaScript code (App.js) for the frontend. I encountered many many build errors when deploying the app to a live server using Netlify from my GitHub repositories. I made changes to the master branch on my git repository and fix the files which finally got my code running. Everything is shown and explained in the demo video.

Here is the link to my GitHub repo and live app :)

**Frontend** : <https://github.com/Osimosi/game-sales-pred-backend>

**Backend** : <https://github.com/Osimosi/video-game-sales-prediction>

**My Heroku API** : <https://game-sales-prediction.herokuapp.com/get_prediction>

**Live web app** : <https://game-sales1.netlify.app/>