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SUBMITTED TO:

STEPS FOLLOWED WHILE DEPLOYING MACHINE LEARNING MODEL FOR PREDICTING VIDEO GAME SALES ON HEROKU USING FLASK

1. **Create the model and pickle it:** The model created is a linear regression model to predict video games sales based on the 'vgsales.csv' data. After creating the model, it is then saved as file format by using pickle. The file saved is named 'linear_model.pkl
2. **Create app.py:** Created a python file and named it 'prediction_app.py'. This file contains Flask APIs which receives the video game details through GUI calls, computes the predicted sale based on the model and returns the prediction.
3. **Create index.html:** This is a html file. It describes the structure of the web page. This file contains HTML form used to collect user input. This file will also display the predicted Video game sales to the user.
4. **Create templates folder:** created a folder and named it 'templates'. Flask will look for 'index.html' inside the templates folder.
5. **Create Procfile:** This is a text file without a file extension. Used to tell Heroku to run various pieces of the app.
6. **Create requirements.txt file:** This is a text file that contains all the libraries or packages that Heroku will use to run the app.
7. **Create a repository on Github.**
8. **Commit the 'linear_model.pkl', app.py, templates folder, Procfile and requirements.txt to the created repository.**
9. **Create the app:** On Heroku a new app is created and linked to the already created Github repository.
10. **Deploy the app:** After linking the app to the repository, the app is then deployed either automatically or manually.