NAME: Purity Nyagweth

BATCH CODE: LISUM02

SUBMISSION DATE: 13/8/2021

SUBMITTED TO:

STEPS FOLLOWED WHILE DEPLOYING MACHINE LEARNING MODEL FOR PREDICTING VIDEO GAME SALES

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.
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 a general folder:** This folder contains all the files and folders relevant to this task. The model.pkl, app.py and the templates folder are all contained in this folder.
6. **Run the project:** While in the home directory, the command 'python prediction_app.py' is ran on the command prompt to start the Flask API. The URL provided is copy pasted to the browser to view the home page, to key in values and to view the prediction.