T5 Boot camp

Data science

Project proposal
Games sales dataset

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Instructor:

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Question/problem statement:

A famous video games company has decided to make a new game in north America and Europe regions, as the client asked to study the last years data's as they want to make predictions about the market; the client specified a genre in general that is going to be worked on, the client game is action genre, the client does not mind if there are better genre's that is makes more profit, also would accept any suggestion about a better region to publish the game.

The client asked about what the bestselling regions in case they have plans to extend their sales, also what is the best platform for action games, the client asked what the best three publishers of the action games are.

As we about to answer these questions:

1- what are the bestselling regions in case they have plans to extend their sales?

And to choose the bestselling regions for action games.

2- what is the best platform for action games based on records of the last 5 years?

To help the client to recognize the propriety for action games.

3- the client asked what are the best three publishers of the action games?

To help the client choose the best publishers for the game genre.

4-Is there a better genre in terms of profit in terms of the last year?

To help the client choose the most profit game genre.

The Data set:

The used data set in this project is "Video_Games_Sales_as_at_22_Dec_2016", it is about the sales of games in the latest years in the different regions all over the world, the dataset covers all the sales before 2016The data can be found on Kaggle website, the data has about 15 thousand row and about 11 columns.
The columns describe a games sale within every region and the expected and actual sales.
The columns also describe the games itself such as genre, platform and the date when it released.

The used tools:

I have used different tools to achieve this goal such as:

1-   **Python programming language**
2-   **SQL programming language(optional)**
3-   **SQLALCHEMY library(optional)**
4-   **Numby library**
5-   **Pandas' library**
6-   **Matplotlib library**

The MVP:

The main goal of this project is to study the video games market any analyze it to help the client to have a good understanding about the market and the sales of the video games to help the company establish their own game.