Project Summary: Game Network Explorer

I fetched data from IGDB API to create a game network based on shared attributes such as genres, platforms, and themes. The project not only allows users to retrieve detailed information about video games but also provides recommendations based on game similarity. The primary objective of this project is to enhance user engagement with video game data by providing a tool that offers both in-depth information and personalized game suggestions.

Throughout the project, several interesting findings were uncovered:

- The platform numbers of the games are much more than I thought, it was partly because the games may have updated the software to adapt to new platforms. For example, game. The Witcher 3: Wild Hunt is compatible on 16 platforms, which makes it easily to appear on the recommendation list.

- The difference between genre and theme is not so clear, with some extent of overlapping. For example, "Fighting" in genres and "Action" in themes share similar features, which may can be solved by clearly defining the two attributes.

- Games with higher ratings often share common platforms and genres, indicating potential trends in user preferences or developer focus.

There are also some future improvements to be made:

- The algorithm to calculate the strength of relationship between the games is currently simple, by adding the number of same platforms, genres, themes and keywords. More features can be included in the future to construct a more reasonable game recommendation system.

- The program currently requires the user to input the game id or the full game name, which is too strict. It can be further revised to identify the game even if the user has some typos or input the abbreviation of the game, which can improve the user experience to a great extent.