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# Supervisor’s Recommendation

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# Chapter 1: Introduction

## Introduction

The Game Recommendation System (GRS) is a web-based application that primarily focuses on the game enthusiasts out there. With the increase in gaming industry, it has become increasingly difficult for both the players and the game company to keep track of the game preferences of the players. The project mainly focuses on the players part of the dilemma. Often players encounter a hard to make decision; i.e. Which game should I play?

The GRS aims to help players gain a keen insight on the game’s that match their preferences. The project will allow the user to find games that match the user’s preferences. The user will be able to get a tailored set of game recommendations based on their own custom interests and will also be able to search for genre-specific games. Thus, the project aims to facilitate gamers, game-enthusiasts, and online content creators in making the decision of which games to play.

## Problem Statement

The GRS is mainly aimed to help gamers and potential content creators. While it is convenient for its users it may not be useful for a casual user. The system focuses on the following problems:

* With the growth of gaming industry there are millions of games available of players to pick from.
* Choosing a paid game can end up being a letdown.
* Help streamers and content creators find a popular game for their audience

## Objectives

The core objective of the GRS is to provide a platform where users can find games based on their preferences, making it easier for users to escape the dilemma of having to pay for a game.

## Scope and Limitation

### 1.4.1 Scopes

The scopes of SGRS includes:

* User Registration: User’s will be able to register and create a profile.
* User-Friendly Interface: The interface will be simple and easy to navigate through.
* Popular games: The user’s will be able to see the popular games
* Description Based Recommendation: User will be able to get recommendation based on description of game.
* Title Based Recommendation: User will be able to get recommendation based on the title of game.
* Rating Based Recommendation: User will be able to get the recommendation based on the rating(average playtime) of the game.
* Genre-based filter: User will be able to choose genre that match their tastes or whims.

### 1.4.2. Limitations

The limitations of SGRS include:

* The system needs a continuous internet connection to function.
* The system will only be able to provide the recommendations based on the games present in the dataset.
* The system cannot record user’s play history so the recommendation is only made via manual input.

## Development Methodology

## Report Organization