

Kickstarter Machine Learning Project Timeline

Seth Hamilton

Project Overview

The Kickstarter ML project will predict the success or failure of a new product proposal using linear regression. The project will have 5 releases and will take approximately 2 months to complete.

Releases

- Release 0.0 (2 weeks)
 - Linear Regression model used in Python
 - Model predicts success or failure then compares actual success or failure using known data points
 - Categorical Variables used are Project Name, Category, Currency, Deadline, and Launch Date
 - Numerical Variables used are Goal, Amount Pledged, and Number of Backers
 - Google Colaboratory used for the beta version
 - No user input in the beta version
- Release 1.0 (2 weeks)
 - Convert beta version to be compatible on an IDE of your choice in Python 3
 - No user input is available in 1.0
- Release 2.0 (2 weeks)
 - Deadline and Launch Date are changed to strictly look at the month
 - Categorical Variables used are Category and Currency
 - Numerical Values used are Deadline, Goal, and Launch Date
 - No user input is available in 2.0

- Release 3.0 (2 weeks)
 - User input is added to 2.0 allowing a user to predict the success or failure of their own project idea
- Release 4.0 (2 weeks)
 - Multiple output regression is implemented
 - Users can now predict success or failure, Amount Pledged, and Number of Backers