Project Report Template

## 1 INTRODUCTION

1.1 Overview

In our project "Uncovering the Gaming Industry's Hidden Gems: A comprehensive Analysis of Video Game Sales", we collect and analyze data about the sales of video games to understand market trends and consumer behaviors.
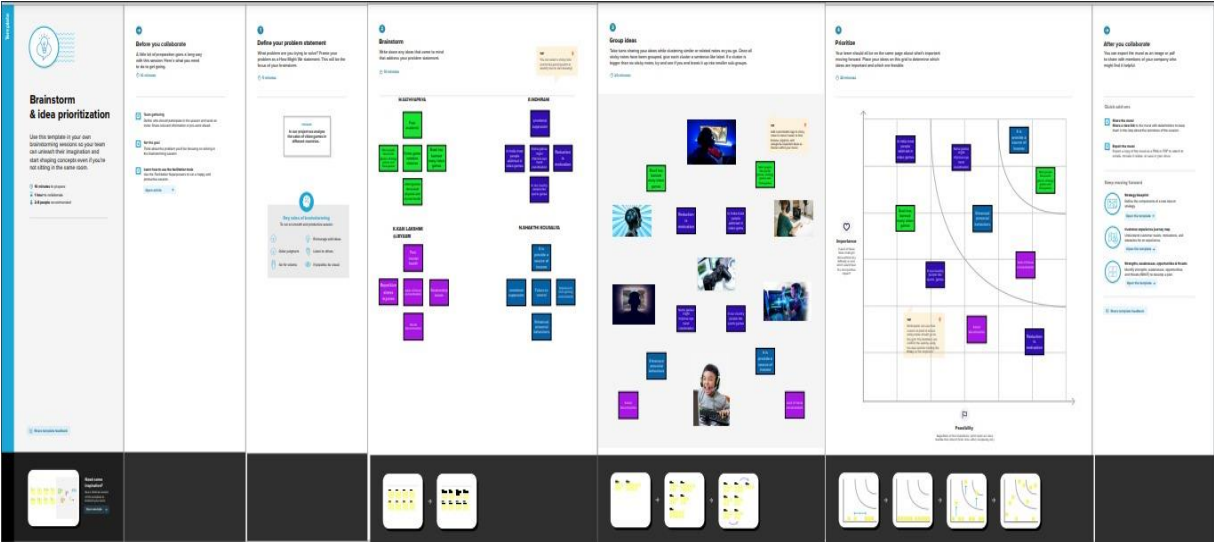
1.2 Purpose

Our project is useful for identifying the most popular games and genres, predicting future sales and developing marketing strategies.

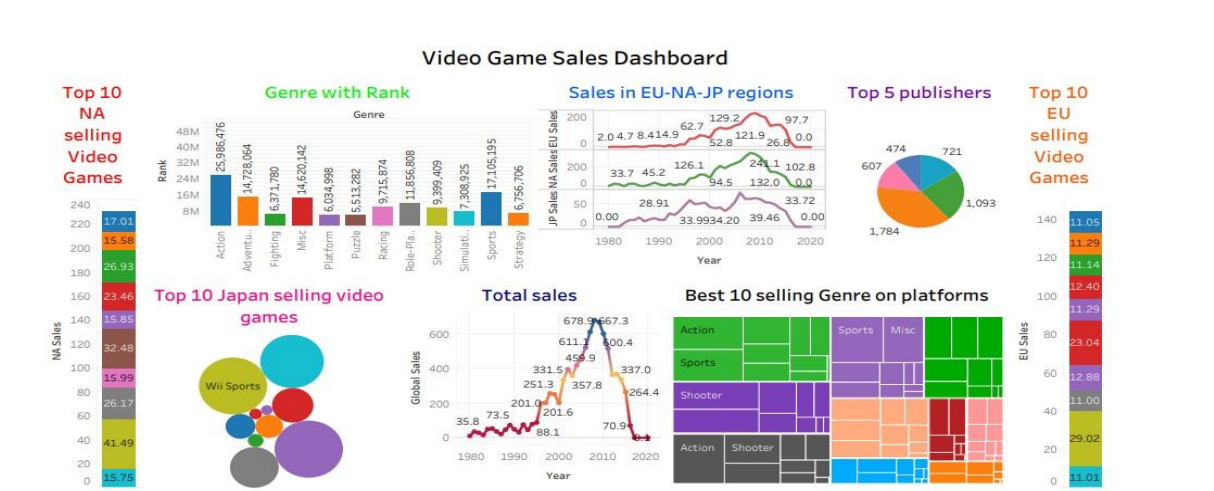## 2 PROBLEM DEFINITION & DESIGN THINKING

2.1 Empathy Map
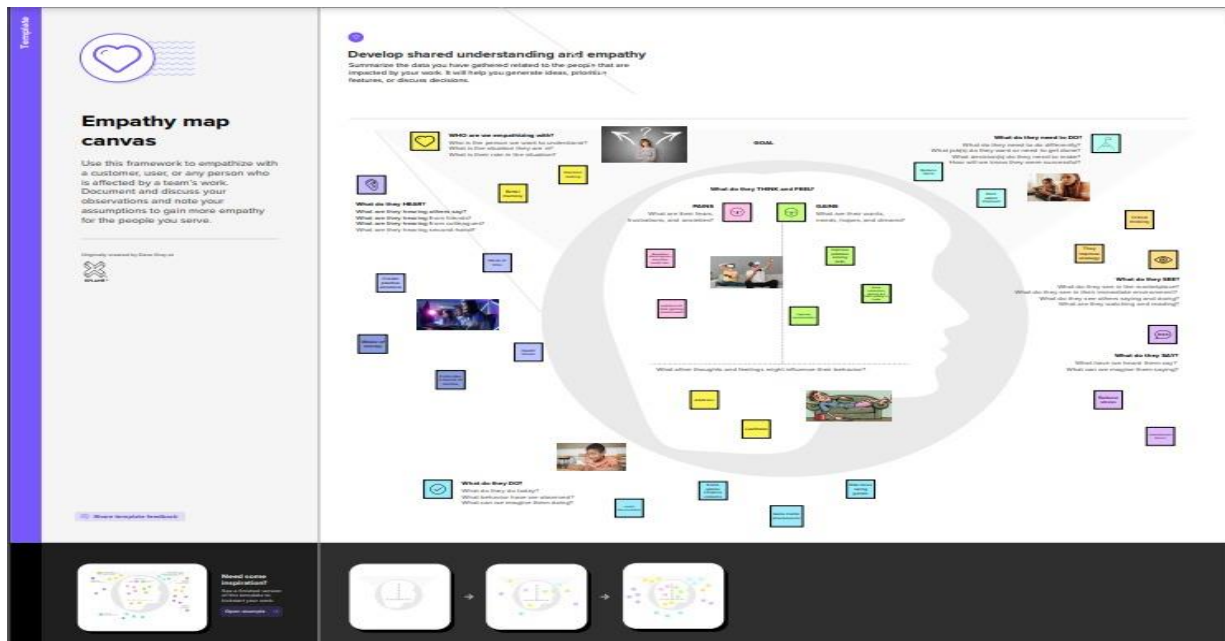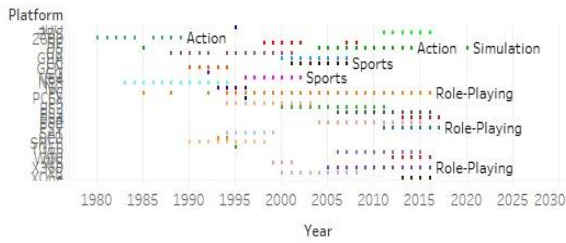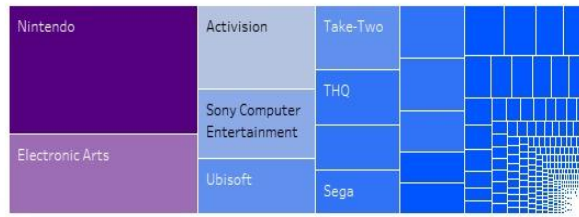
2.2 Ideation & Brainstorming Map

3 RESULD

DASHBOARD

DB1

video Games Sales Dashboard

DB2
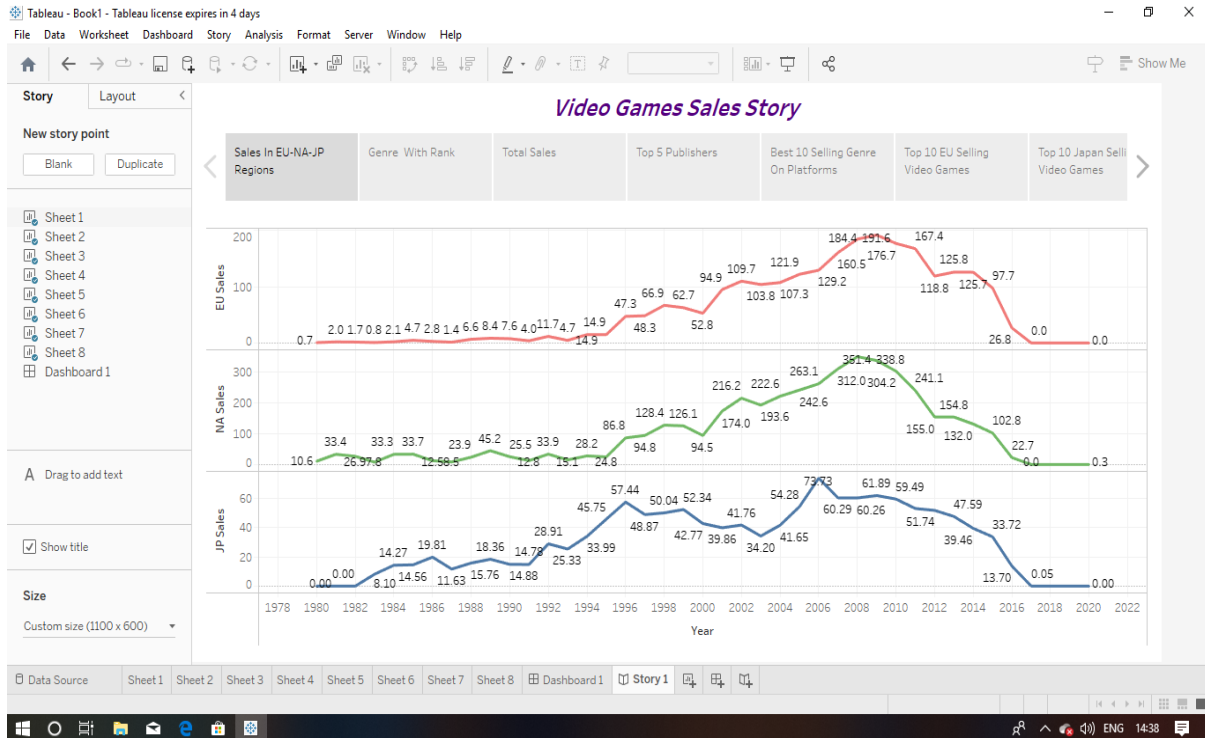
STORY

WEB INTEGRATION
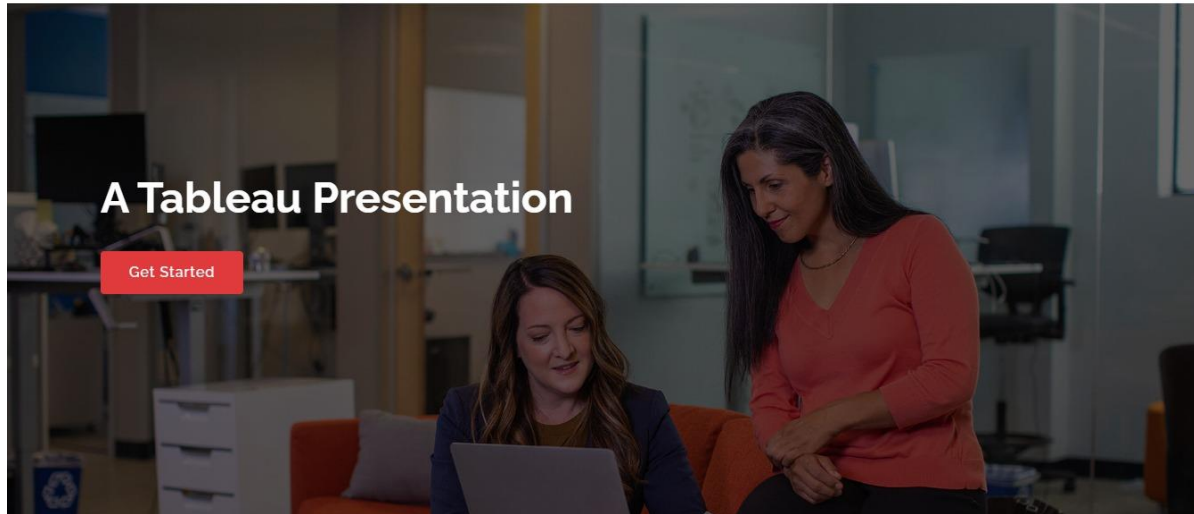
4 ADVANTAGES & DISADVANTAGES

ADVANTAGES:

Our project can be used to identify trends and patterns in the markets. It helps to understand the needs and preference of the consumers. It may be useful for game developers, publishers, retainers and other related industry professionals.

DISADVANTAGES:

Present scenarios are not included in the analysis.

5 APPLICATIONS:

This can be applied worldwide.

6 Conclusions:

In this project we analyze the sales of Video Games. It consists of Video Game with their publishers and platform with the genre of games on which year they were published with sales they made in North America, Japan, Europe and other regions.

7 FUTURE SCOPE

I wish to develop the project to the next level by adding some features.

8 APPENDIXES

SOURCE CODE

https://drive.google.com/file/d/1cUucteH224gNAeyI2aM7ulf2sO_SFVfY/view?usp=sharing