

Project scope update:

I slightly refined the scope. Originally, I planned to use three sources that all contained some overlapping information. I replaced one source with a sales dataset to enable a cross-dataset comparison (ratings vs. sales). The final goal is unchanged: analyze game ratings and predict Steam's positive rating ratio ($\text{positive_reviews} / \text{total_reviews}$). I standardized genres across sources (a canonical `genre_std`), filtered to 2000–2020, removed NSFW/non-game rows, and required at least 10 reviews for Steam when computing ratios and running the regression. For full pipeline details (collection, cleaning, and reproduction), see **README.md**.

Data sources:

Collected in code (`src/data_collection.py`) and saved into `data/` (but not committed).

- **RAWG API:** unfiltered sample (10k) of games with fields: name, rating, released, platforms, genres. Used for Questions #1–2 (genre/platform analysis).
- **RAWG API:** authenticated with `RAWG_API_KEY` from `.env`.
- **Steam (Kaggle via API):** `positive_ratings`, `negative_ratings`, price, average_playtime, owners, platforms, publisher, categories, `release_date`, etc. I compute `positive_rating_ratio`: $\text{positive} / (\text{positive} + \text{negative})$. Used for Questions #3–5 and as the **target** in the prediction model.
- **Video Game Sales (Kaggle via API):** global & regional sales + Year, Platform, Genre. Used for Question #6 (ratings vs. sales, by canonical genre).
- **Kaggle API** for programmatic downloads; credentials provided via env vars or a local `kaggle.json` (both excluded from Git).

Preprocessing highlights (`src/data_cleaning_preprocessing.py`).

- Canonical `genre_std` mapping (e.g., `rpg`→role-playing; `platformer`→platform; `indie/casual`→misc).
- Year extraction (`released` → year) and windowing to 2000–2020.
- Save cleaned CSVs: `rawg_clean.csv`, `steam_clean.csv`, `vgsales_clean.csv`.

Issues / difficulties (till now):

- **Rate limits/latency** when collecting RAWG; solved by paging sequentially, light sleeps, and caching CSVs so re-runs skip collection.
- **Schema/label mismatch** (genres differ across sources); solved with the canonical `genre_std` and lower-casing/stripping.
- **Model performance:** baseline linear regression has modest R2R.