Deliverable 3

The reason for choosing this project idea is that I wanted to see if the price of a game, can correlate with the number of recommendation given to the game. This was a question that i wanted to answer, because it helps draw a picture of of diminishing returns of a game. The comparison was accomplished by dividing the games into different price groups. This main question is this are willing to pay for a game, and if that the game was really worth the price tag it came.

The most challenging part of this project was finding a dataset that would give enough information. Too create conclusions from as I a certain amount of data to create the full connection between the points.

Coding the project was easier than expected, due the simplicity of python. In my code i was able to recycle old code. As it was compatible was the use case, as I only need to create a counter and a if else statement.

The original plan was to compare game genre popularity against each other. I chose this approach to Compare against my preferences as I generally play more first person shooters games. The reason Behind this choose is because this genre of games is easier to pickup and play compared to other Games in my opinion. The reason for the change in my approach method, is due to the lack of Dataset of finding a dataset capable of filling in the requirements.

If I had extra to improve upon my ideas I would include two more datasets. One from Playstation and one from Xbox, as a way to see a bigger picture. Where you can make the mistake that the results will be the same for each survey. My hypothesis would put the steam game as an outlier and Playstation and Xbox to be more similar. Due to console players being less likely or unable is some cases to purchase games not supported by the current console.

The main take I took from this project was how powerful a few lines of code can be. Where you can create new information from existing dataset to allow greater levels of understanding of the topic. If I were to do this project again I would implement the steam web API, instead of using an existing formatted dataset. As the dataset used in the project came from Kaggle. The user who uploaded the data used the Steam API to collect the the information directly from the Steam database. As this would allow for better control of quality of the data being imputed into my program.