

# GarageME : Beta Release

Sang Cheon

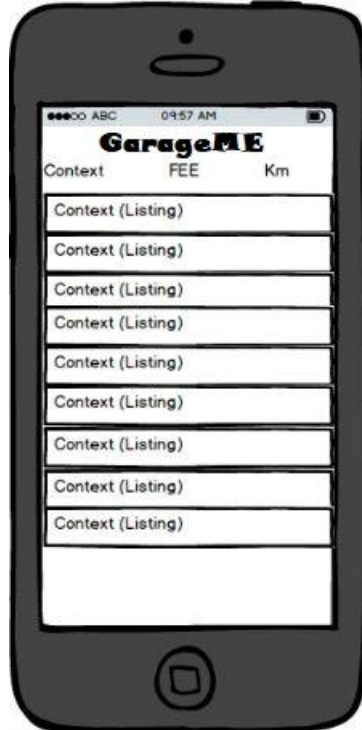
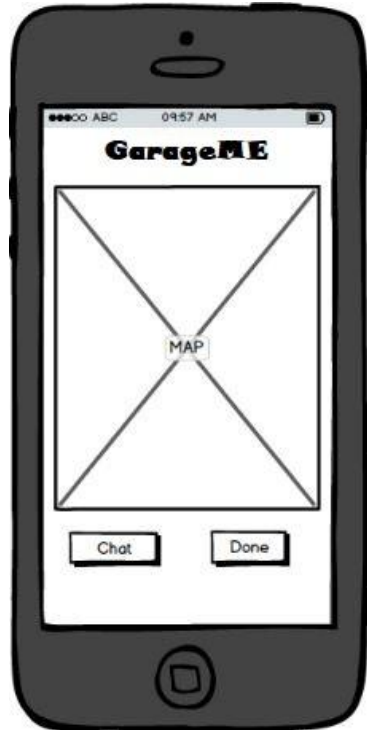
# Problem Statement

New developed mobile game needs testers to try out and see if the game entails sufficient and reasonable point calculation system based on features related to Car Garages that users can pick up on without complicated computational skills.

Is it also intuitive? Does it give users a good idea of how to predict housing prices?



# Interface & Design



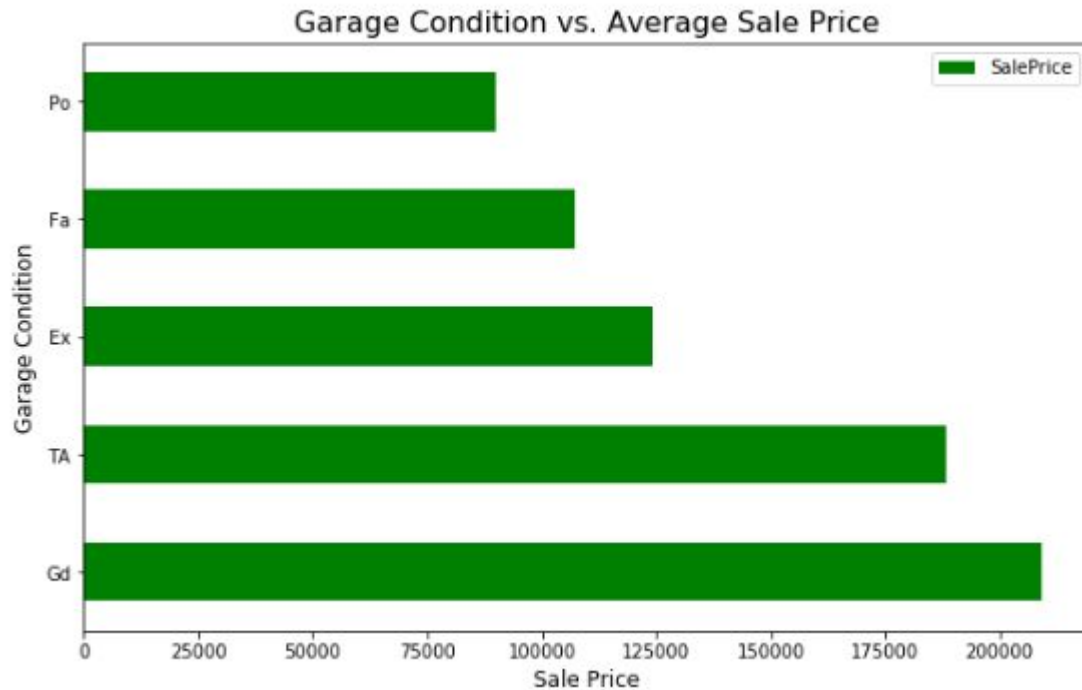
# Methodology & Findings

	SalePrice
SalePrice	1.000000
Garage Area	0.655097
Garage Finish	0.558566
Garage Yr Blt_2000.0	0.509855
Garage Qual	0.285328
Garage Cond	0.265066
Garage Yr Blt_1950.0	0.181757
Garage Yr Blt_1990.0	0.147153
Garage Yr Blt_1960.0	0.146045
Garage Yr Blt_1940.0	0.131530
Garage Yr Blt_1920.0	0.127794
Garage Yr Blt_1970.0	0.124965
Garage Yr Blt_1930.0	0.106057
Garage Yr Blt_1910.0	0.053555
Garage Yr Blt_1890.0	0.044125
Garage Yr Blt_1980.0	0.033659
Garage Yr Blt_1900.0	0.025364
Garage Yr Blt_2010.0	0.016706

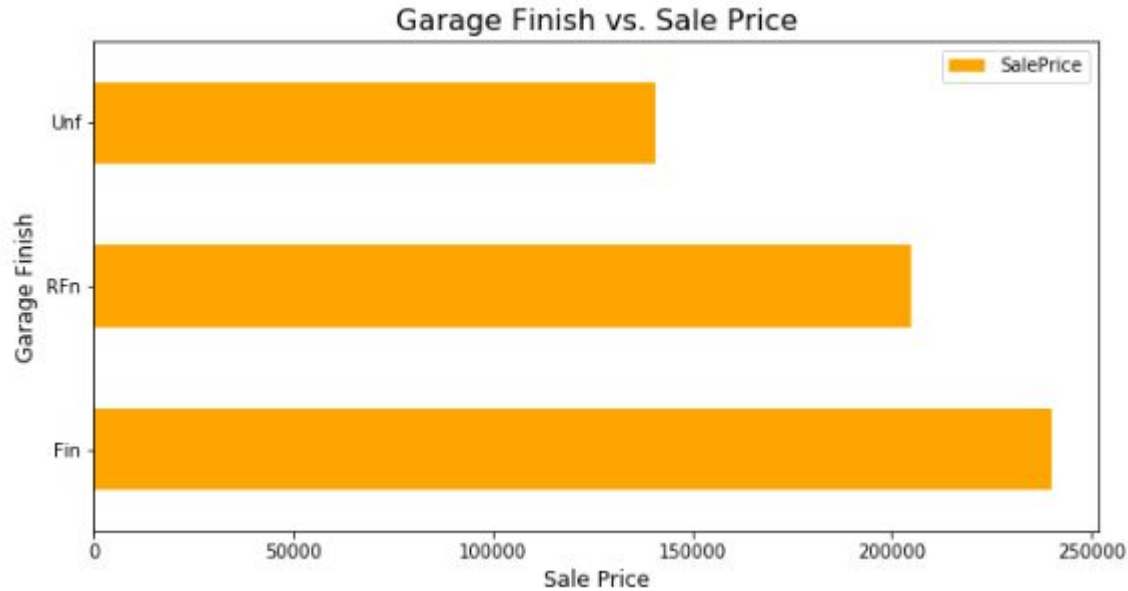
	column	coef	abs_coef
5	Garage Yr Blt_1890.0	-2.175062e+05	2.175062e+05
13	Garage Yr Blt_1970.0	-1.996116e+05	1.996116e+05
12	Garage Yr Blt_1960.0	-1.883763e+05	1.883763e+05
14	Garage Yr Blt_1980.0	-1.875586e+05	1.875586e+05
17	Garage Yr Blt_2010.0	-1.788255e+05	1.788255e+05
11	Garage Yr Blt_1950.0	-1.777110e+05	1.777110e+05
10	Garage Yr Blt_1940.0	-1.684549e+05	1.684549e+05
15	Garage Yr Blt_1990.0	-1.661405e+05	1.661405e+05
8	Garage Yr Blt_1920.0	-1.629245e+05	1.629245e+05
9	Garage Yr Blt_1930.0	-1.591066e+05	1.591066e+05
7	Garage Yr Blt_1910.0	-1.586205e+05	1.586205e+05
16	Garage Yr Blt_2000.0	-1.534341e+05	1.534341e+05
3	Garage Finish	2.421905e+04	2.421905e+04
1	Garage Cars	2.315884e+04	2.315884e+04
4	Garage Qual	2.113620e+04	2.113620e+04
2	Garage Cond	1.099772e+04	1.099772e+04
0	Garage Area	1.357835e+02	1.357835e+02
6	Garage Yr Blt_1900.0	3.346941e-10	3.346941e-10

- AMES Iowa Housing Data
- Clean Data
- Data Selection
- Linear Regression
- Variables not statistically significant
  - Could be due to data handling process
  - Actual relationship to housing prices

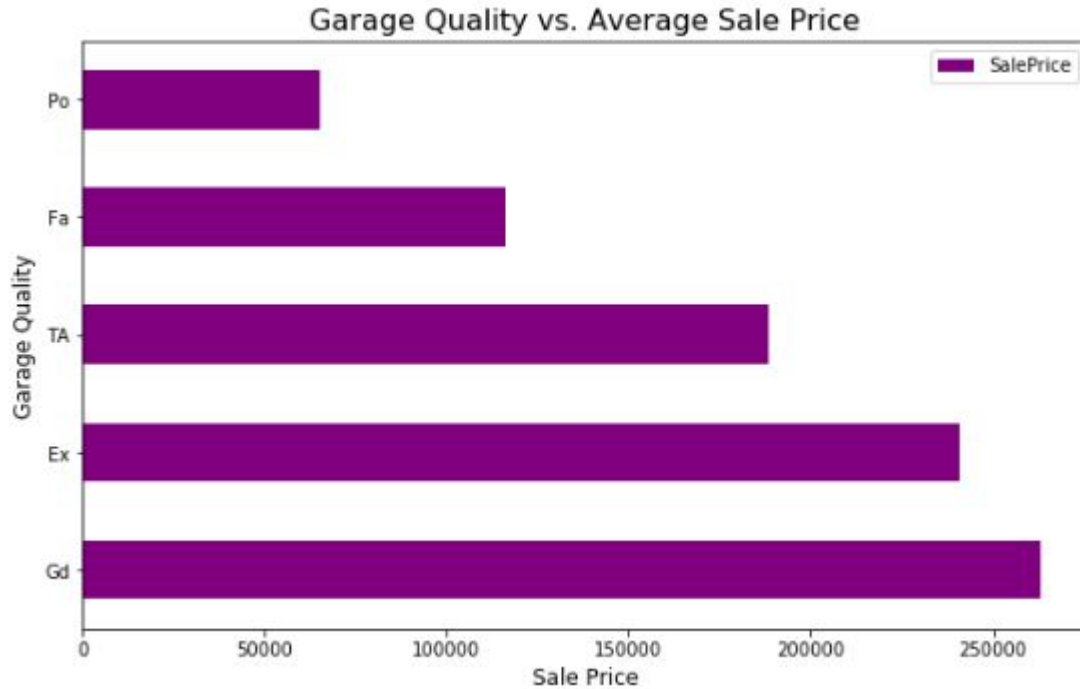
# How to get Points



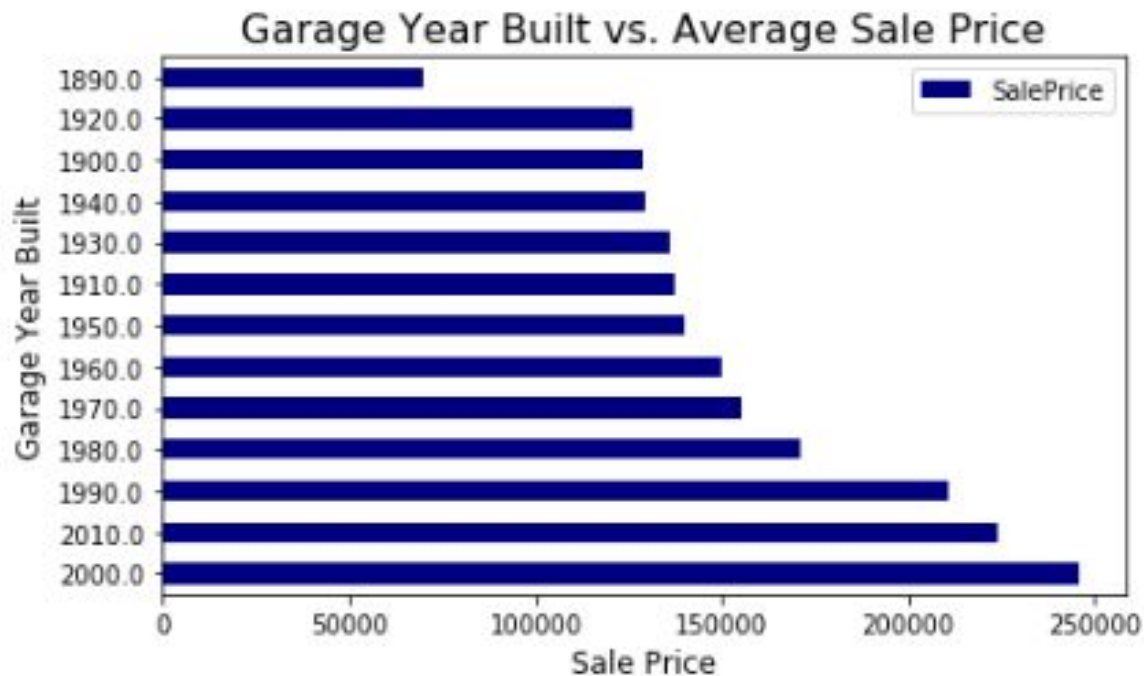
# How to get Points



# How to get Points



# How to get Points





# Special Sneak Peak



# Conclusion & Future Development

We wanted to derive a good point system based on the price of the homes that the users will find in the real world. We hope to catch the trend of the player base that may be interested in purchases of homes & cars and also inform them subconsciously to promote the spread of general information on their pricing relationship.

- Better Scoring System
- Correlation , other prediction models

