PROJECT STATUS REPORT

PROJECT NAME	Video Games Trend Analysis (Recommendation System)	**PROJECT CODE**	BDM2053 G12
PROJECT MANAGER	Auradee Castro	**DATE OF STATUS ENTRY**	2023-04-06
PERIOD COVERED	2023-03-16 to 2023-04-06	**PROJECTED DATE OF COMPLETION**	2023-04-20

PROJECT STATUS

PROJECT STATUS	ON TRACK	**SUMMARY**	Imported dataset then conducted data transformation and exploratory analysis on the video game dataset and proceeding with the model creation and evaluation as the next step with no impediments
TASKS	Completed the Data Import and Data Transformation		
	Completed the Exploratory Data Analysis (EDA) - Analyzed and investigated the video game dataset - Performed data cleaning - Created data visualizations on the dataset features		
	Creation of the model has been started and is currently in progress		

PROJECT COMPONENTS

COMPONENT	STATUS	OWNER / TEAM	NOTES
BUDGET	ON BUDGET	G12	No outstanding budget notes at this time
RESOURCES	ON TRACK	G12	Tools installation and configuration completed - Python and Jupyter Notebook - Power BI Desktop - Github Repository - Microsoft Teams
TIMELINE	ON TRACK	G12	Project is progressing as planned without major blockers
SCOPE	ON TRACK	G12	No major changes to original project design

WORK ACCOMPLISHED

TASK NUMBER	DESCRIPTION	OWNER / TEAM	NOTES
1	Completed data loading and transformation using Python for data analysis	G12	Dataset has been imported without any problems and is ready to be explored through data analysis
2	Completed Exploratory Data Analysis (EDA) using Python	G12	Generated descriptive statistics to understand the distribution and range of the data Illustrated the distribution of data for all important features using histogram, and the correlation between critic and user scores using scatter plot Missing-data imputation on critic and user scores, and removal of missing data for other features

3	Data Visualization on video game sales using PowerBI	G12	Overall sales based on the game's release year (1980-2020) using histogram

RISKS AND ROADBLOCKS

RISK NUMBER	DESCRIPTION	OWNER / TEAM	FIX / RESOLUTION
1	Limited dataset available for video games analysis	G12	Researched and analyzed the dataset available online and chose the most appropriate algorithm to use for the dataset
2	Challenge on selecting the most appropriate KNN algorithm to use	G12	Assessment on both models (KNN for supervised ML vs. Nearest Neighbor for unsupervised ML) based on accuracy and/or user efficiency

HIGHLIGHTS AND KEY TAKEAWAYS

Accomplished more than 50% of the project, and it's on track to be completed as planned
Able to identify and raise potential risks/blockers and perform the necessary preventive measures before they develop into a problem
Great team collaboration by having an open communication, and sharing knowledge and expertise to complete project more efficiently

UPCOMING WORK

TASK NUMBER	STATUS	DETAILS
4	ON TRACK	Data Visualization using PowerBI (Top Games)
5	ON TRACK	Creating the model for Video Games Recommendation
6	POTENTIAL RISKS / DELAYS	Testing the model (KNN for supervised ML vs. Nearest Neighbor for unsupervised ML) by evaluating the accuracy and/or user efficiency
7	POTENTIAL RISKS / DELAYS	Selection of the model based on the evaluation results
8	ON TRACK	Project Presentation
9	ON TRACK	Final Report

OVERALL PROJECT PROGRESS TIMELINE