

Week 6 Progress Report

DATA 450 Capstone

Bijay Adhikari

Week ending: 3/2/25

Time Log

Day	Time	# Hours	Task(s)	GH Commit(s)
Mon.	4-7pm	3	Worked on Q2; Created initial box plots and heatmaps	Link
Tue.				
Wed.				
Thu.	5-7pm	2	Refined visualizations; added violin plots	Link
Fri.				
Sat.	3-5pm	2	Completed Q2; started Q3	Link
Sun.				

Total # of hours worked this week: 7

What you accomplished (or attempted) this week:

Worked on Q2; refined visualizations, improved data representation with violin plots, and analyzed multiplayer impact on playtime.

Any setbacks/roadblocks you experienced:

None.

What you plan to work on next:

Complete Q3 and Q4

Are you on track? If not, how will you get back on track?

Yes, focusing next on game genres/mechanics.