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Artificial Intelligence

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Project Proposal

For my semester project, I plan to create a program that will determine whether or not the user should consider purchasing a particular video game. First, the program will consider the accolades of the game itself: how much positive/negative press it received before its release, the ratings it received from major games journalism groups, and a general consensus of the game based on user reviews. Next, the program will compare the game in question to games the user has purchased in the past, using criteria such as genre, theme and setting, ESRB rating, developer, publisher, and price, to see how much the game shares in common with the user's interests. The program will also consider, out of the games the player has already purchased, which games the user has spent the most time playing overall and which games the player has continues to play after a week, a month, and a year, to determine if the new purchase would be a frugal investment of both time and money.

After all this is calculated, the program will output a number on a scale of one to ten signifying how much it recommends that the user should buy the game. A score of zero means that the game should not be purchased…by anyone…*ever*. One to three means that, barring anything extraordinary, the user will likely not enjoy the game. If the game receives a four to six, then the user should purchase it only if he or she has disposable income on hand or if the game is on sale, as the game may be enjoyable, but likely not for long. A seven, eight, or nine means that the user would probably enjoy the game, and that purchasing it would be a wise decision. Games that receive a score of ten are those that will stand the test of time, and are an essential addition to the user's collection.