**REPORT**

* **Model(s) Chosen**

Firstly, considering the choice of a categorical values as the dependent variable to be predicted, it only makes sense to use classifier models instead of regression algorithms (either linear or logistic). Secondly, K-nearest neighbors is also avoided due to the fact the values for the dependent variable are not binary but rather seven-fold. (Seven videogame titles: Overwatch, Diablo, Hearthstone, The Lost Vikings, Warcraft, StarCraft, and Heroes of the Storm.)

Thusly, we are left with either going with Support Vector Machine or Random Forest models to go with. We shall report the performance of both and select which one is the better model in terms of prediction in the section below.

* **Performance: SVM vs. Random Forest**