**Research Topic:**

**“Automated Bugs Identification Through Early Access Game Review Analytics on Game Distribution Platforms”**

**Abstract:**

User reviews are considered one of the most important source of information about an app and game. The classification and analysis of reviews in order to extract information has proven to be a considerable difficulty. Game applications receive user input in the form of reviews, which can assist developers in selecting games with improved functionality and extracting relevant information such as user feedback, problems, and descriptions of user experiences linked with existing features. Because of the enormous user base and potential benefits of automated feature and bug extraction, game application review analysis has lately arisen as an active topic of research in software engineering. Recently, several research studies have been conducted to mine and categorize user-reviews into actionable software maintenance requests, including feature requests and bug reports. This research formulates this problem as a Multi-label classification problem and propose a bug classification model using CNN (convolutional neural network). Representative features are used to train a model for bug classification. Use of feature extraction methods to train a classification model may lead to divergent results, which implies the need for a careful selection of these methods. Several recent studies have emphasized that basic state-of-the-art taxonomies for bug classifications into different categories. Therefore, this research employs these taxonomies to provide a tools which takes a user reviews dataset and then identify bugs form them and after identification it will classify the bug into their related bug categories using CNN (convolutional neural network). We are taking GAME STEAM ENGINE as a case study to scrap gaming reviews and train model on that reviews for bugs classification.