Sultan Salem Alotaibi Project Proposal

Project Proposal:

a. The design.

Building a model that can predict a specific month's top played game and top downloaded game based on historical data of +200k records of Steam platform..

b. Dataset and Description.

This dataset is a list of user behaviors, with columns: user-id, game-title, behavior-name, value. The behaviors included are 'purchase' and 'play'. The value indicates the degree to which the behavior was performed - in the case of 'purchase' the value is always 1, and in the case of 'play' the value represents the number of hours the user has played the game.

Date Field	Description
User ID	Shows user, or gamer, ID who made created the record
Game	*Shows the name of game that user used*.
Behavior	Represent the behavior of the user, if 'play' or 'purchase'
Hours	Represent number of hours played if behavior column = 'play'

c. Algorithms.

Naïve Bayes using *sklearn*.

d. Tools.

1. **Excel** for data exploration.
2. **Jupyter**, and **spyder** to applying python libraries such as *Numpy* ,*Pandas* and modelling via *sklearn* and visualization with *matplotlb* and *seaborn*.