Task_1:

Video games sales (see attached) dataset contains sales data for video games from all around the world, across different platforms, genres and regions. Armed with this data and analysis, future developers can better understand what types of gameplay and mechanics resonate more with players to create a new gaming experience. Undertake a comprehensive analysis to produce a report on
• Insights on what games successful (hit) across the globe
• What other things can we learn from this dataset
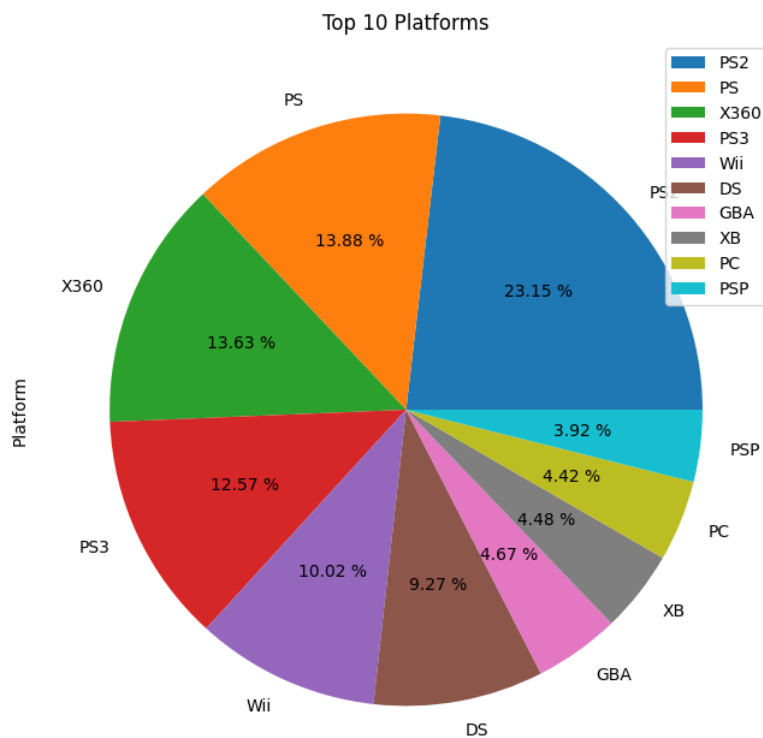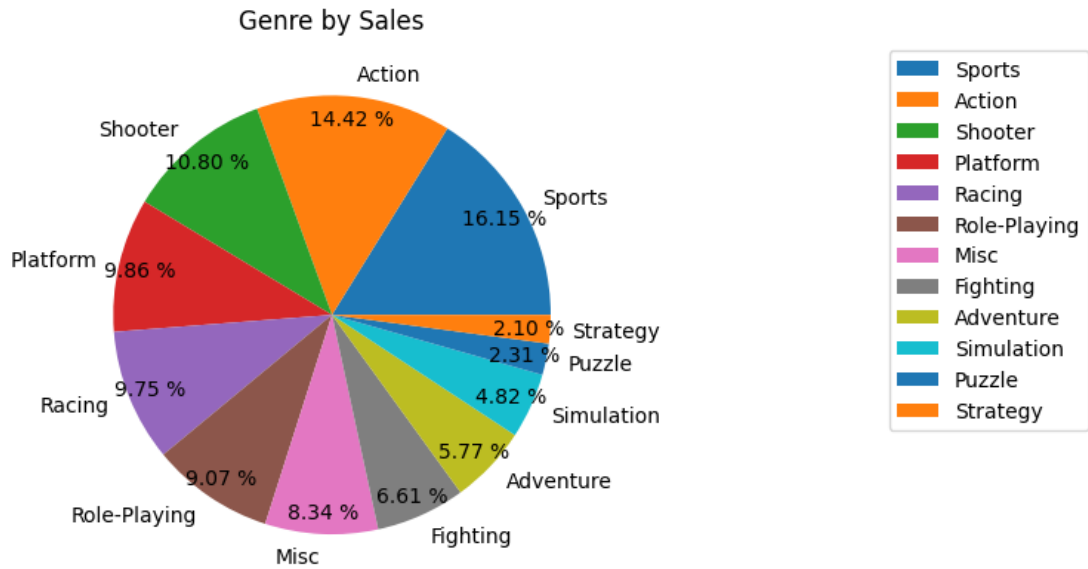• Submit your code and report via Github repo

Solution:
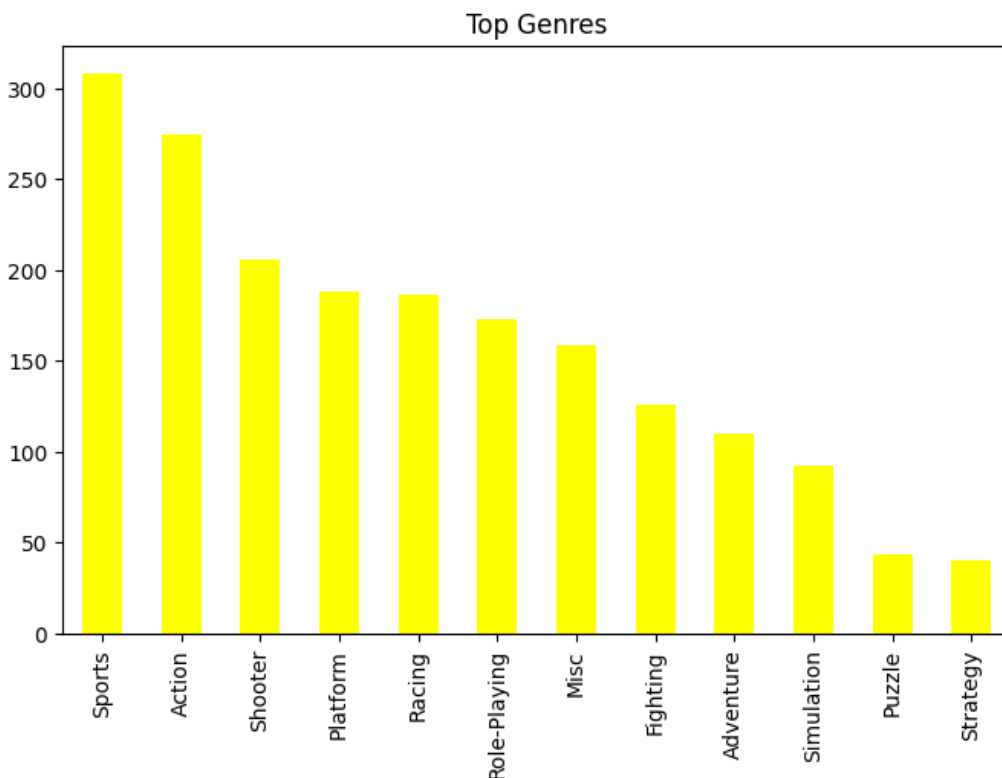
- Distributions of the top genres in the dataset
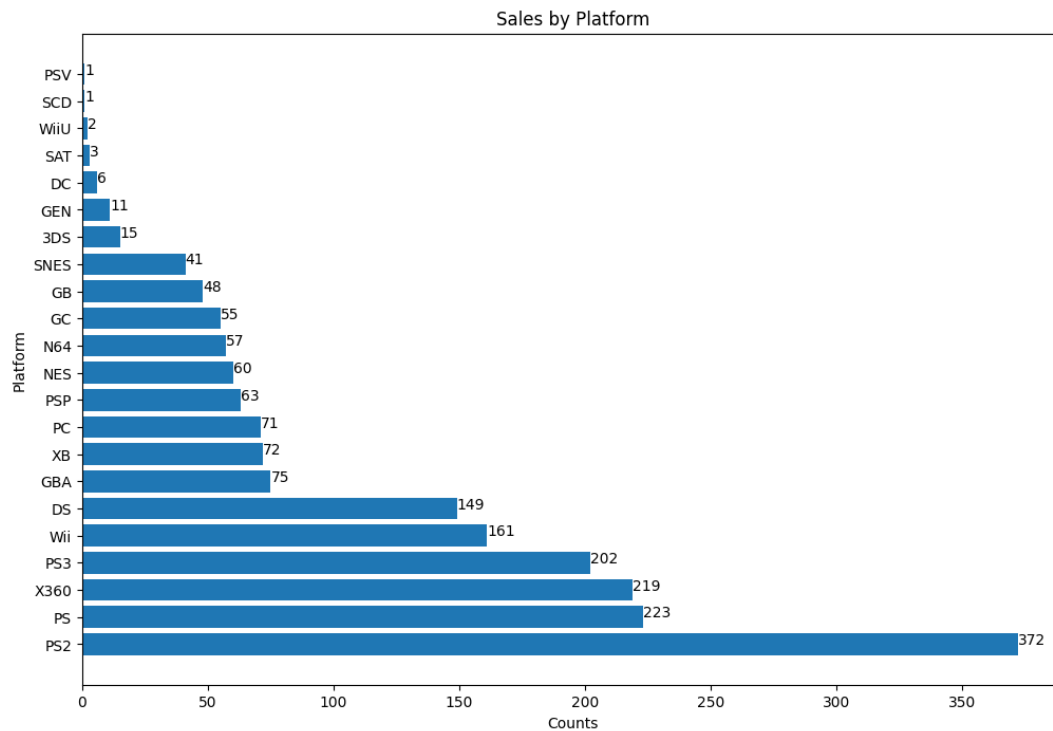- TopGenres is Sports with a count of more than 300.
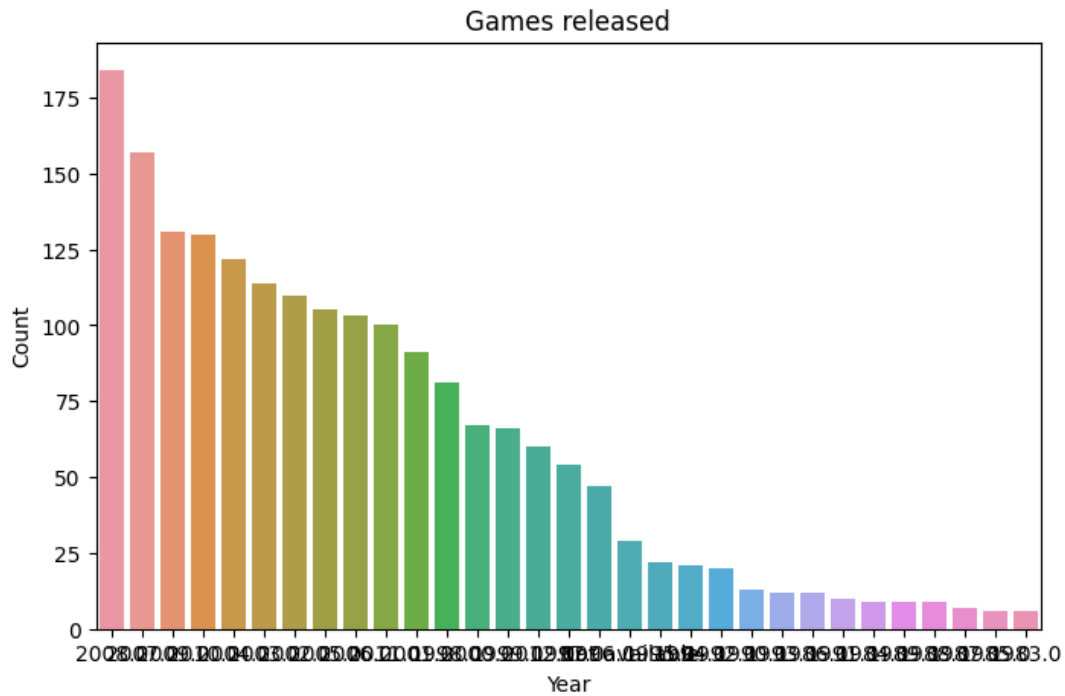
Games released

- Distributions of a games released by year.

Top 10 Platforms

- Distribution of top 10 platforms
- PS2 hits the top with percentage of 23.15

Genre by Sales

- Distribution of the genre over sales.
- Sports performs 16.15% and next 14.42% of action.

Sales by Platform

- Distribution of the platform over sales.
- PS2 performs 372 sales followed by 223 sales of action.

Total Sales by Region
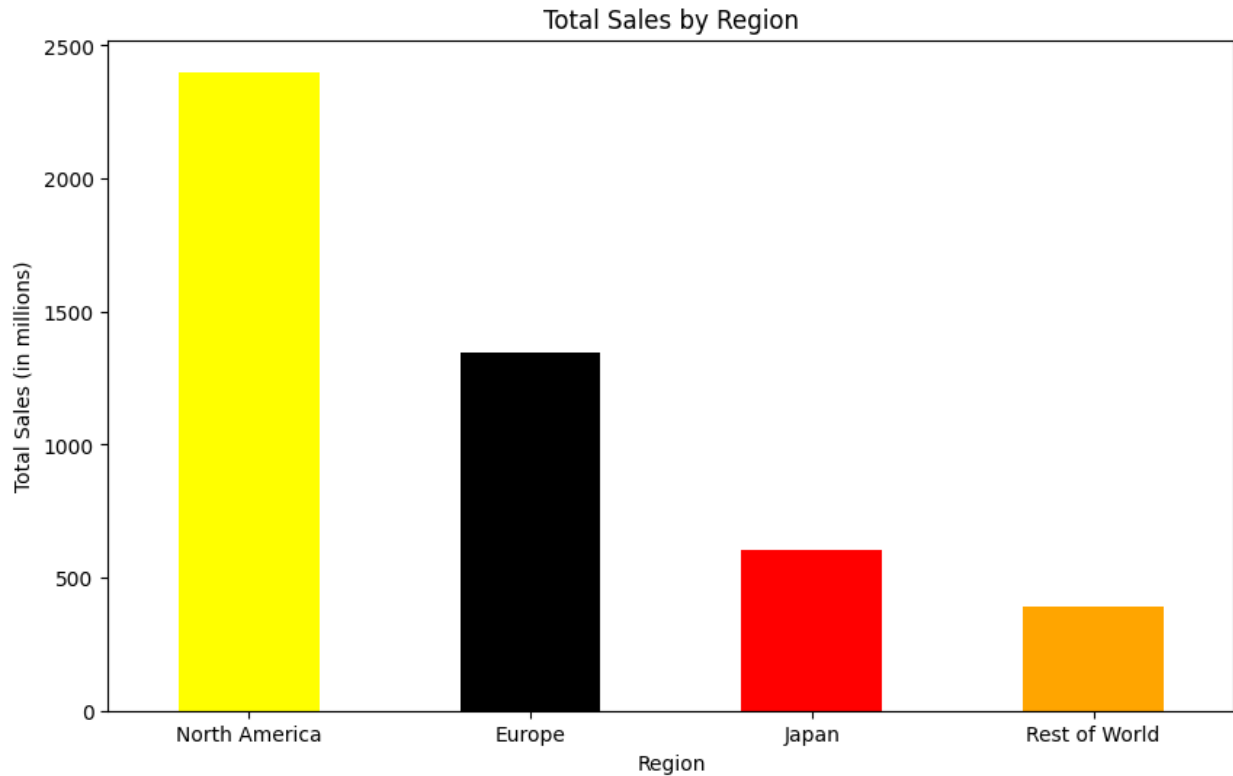
- Distribution of the total sales by region.
- North America has the top total sales(in millions) over the region.

Conclusion:
- North America Dominates the sales by country wise.It contributes half of the global sale.
- PS2 has the most sales(372) followed by PS(233).
- PSV and SCD share the least sales.
- The 16.15% of the video games that is sold belongs to the Sports genre,followed by action(14.42%).The least selled video games belong to the puzzle Genre