

Executive Summary

This section provides an overview to the project. It should briefly touch on the motivation, data question, data to be used, along with any known assumptions and challenges.

Motivation

I am a huge fan of ttrpg's and i want to see if specific cultural scares and time greatly affected the rise or fall of particular games or genre's in the hobby. If certain shows or movies might have influenced the rise of the hobby

Data Question

Look at the raise of ttrpg's since the genre started to present day. See if there is a correlation to the rise of ttrpg's in recent years and where they are most prevalent. Which genre's are most popular. How long do they typically last for. How many have been discontinued

Minimum Viable Product (MVP)

Define your MVP. This should be a description of what your final capstone will look like, including visualizations, how the analysis will be presented, who the intended audience is, etc.

Schedule (through <date of demo day>)

1. Get the Data (finish date)
2. Clean & Explore the Data (finish date)
3. Create Presentation of your Analysis (finish date)
 - Should be a presentation, but could include a Jupyter Notebook or dashboard in Excel, Tableau, or PowerBI
4. Internal demos (<date of internal demos>)
5. Demo Day!! (<date of demo day>)

Data Sources

Document the data you use and the source of that data

Known Issues and Challenges

Explain any anticipated challenges with your project, and your plan for managing them. Be sure to include:

- *If you need to request data or an api key*
- *Based on your data sources, known data cleaning steps*