**Predicting Future Price of TCG Boxes**

**Project Overview**

This project aims to predict the future prices of Trading Card Game (TCG) boxes using various data science techniques. By analyzing historical price data and other relevant features, we aim to build a predictive model that can provide accurate price forecasts.

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**Introduction**

Trading Card Games (TCGs) have a dynamic market where the prices of boxes can fluctuate significantly over time. This project uses historical data and machine learning models to predict these price changes, providing valuable insights for collectors and investors.

**Installation**

To get started with this project, you'll need to have the following software installed:

* Python (version 3.x)
* Jupyter Notebook
* Required Python packages:
  + pandas
  + numpy
  + seaborn
  + matplotlib.pyplot
  + scipy.stats import pearsonr
  + scipy.stats import norm
  + sklearn.model\_selection import train\_test\_split
  + statsmodels.tsa.arima.model import ARIMA
  + sklearn.ensembel import RandomForestRegressor
  + sklearn.metrics import mean\_absolute\_error, mean\_square\_error

**Project Structure**

* data/: Directory containing the dataset.
* notebooks/: Jupyter Notebooks used for analysis and model development.
* models/: Saved models and their parameters.
* scripts/: Python scripts for data preprocessing and model training.
* results/: Directory containing prediction results and visualizations.
* requirements.txt: List of required Python packages.

**Contact**

For any questions or feedback, please contact ivan231r@mail.com.