

- 1. Through company scope
- Predict the success or popularity of a game based on its attributes (e.g., genre, platform, release year).
- **Game Recommendation System:** Based on genres, ratings, and review sentiment, recommend games to users with similar interests.
- **Game Popularity Analysis:** ~~Analyze metrics such as "Plays," "Backlogs," and "Wishlist" to identify popular games and trends.~~
- **User Engagement and Retention Insights:** Use "Plays," "Playing," and "Wishlist" data to understand user engagement and track retention.
- **Trend Analysis in Game Genres:** Identify popular and emerging genres, helping to guide future game development or marketing strategies.
- **Predicting Game Success:** Build predictive models using ratings, reviews, and popularity indicators (e.g., "Plays," "Wishlist") to forecast a game's success.

Objective 1: Which genre is getting more playtime or getting popular during time - Simon
 Objective 2: Which game is more likely to be successful in the near future - Rahul
 Objective 3: Analysing user engagement on different games, and track retention
 Objective 4: Divide the playing time on the basis of genre and define a stat on this
 Objective 5: Which game company is more successful in a calendar year