Analyzing Fall Guys Review in Steam

Laura Lesmana

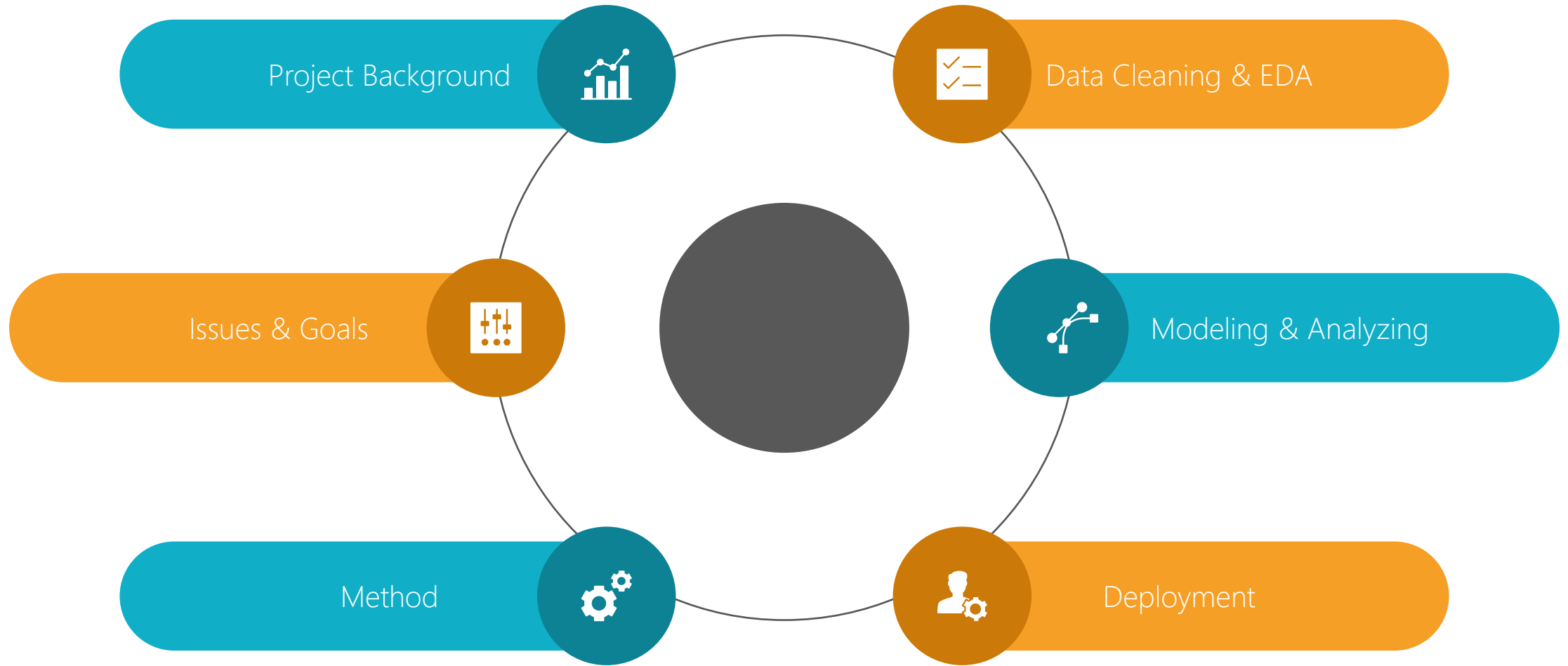# Halo Dunia! Hello World! ハロー世界！

- 2009-2013: Universitas Pelita Harapan
  - *Bachelor of English Education (S.pd)*
- 2013-2014: Yayasan Pelita Harapan
  - *Language Editor*
- 2014-2015: Arc Academy Japanese Lang. School
- 2015-2017: MPM Finance
  - *Japanese Translator*
- 2017-2018: International University of Japan
  - *(+ internship 1 month)*
  - *Master of E-Business Management*
- 2018 – current: PwC Indonesia
  - *Japan Business Desk – Support Staff*

Project Overview & Background

Overview

- Project Background
- Data Cleaning & EDA
- Issues & Goals
- Modeling & Analyzing
- Method
- Deployment

Background

- This project will analyze the sentiments of review and users' opinion for 'Fall Guys' game
- Fall Guys is developed by Mediatonic, a British video game developer based in London, established in 2015 with current staff of 230
- Fall Guys is released on 4 August 2020 for PC and PlayStation 4
- The game unexpectedly gained its popularity too fast, in the first week of its release, the servers were down due to million of players were playing it

What is Fall Guys?

Fall Guys is a massively multiplayer party game with up to 60 players online. Player will play various random stages (usually 4 to 5), if they cannot pass it they will get eliminated. In the end, one player will remain to be the winner.

Stage 1

Stage 2

Stage 3

Final Round

Fall Guys Sales

August 26, 2020

PC

7 Million

PlayStation 4

- Given free for PS Plus subscribers (there are 41 million PS Plus subscribers)
- 'Most downloaded monthly PS Plus game of all time'

Issues for Developers

1. Mediatonic is a newly established game developers and its size also small. There are only 230 staff, compared with one of Japan's biggest developer Square Enix with 40,000 staff, or League of Legends developer, Riot Games with 2,500 staff.
   - Limited resources to maintain the user base that grows too fast
   - Unable to handle arising and running issues in the game
2. Fall Guys is just released in August, so with only two months since its release, it is a crucial period to maintain and increase the user base
3. Developing new features and maintain servers are costly
   - The cost to develop Fall Guys is estimated at $3 to $6 million

Known Issues
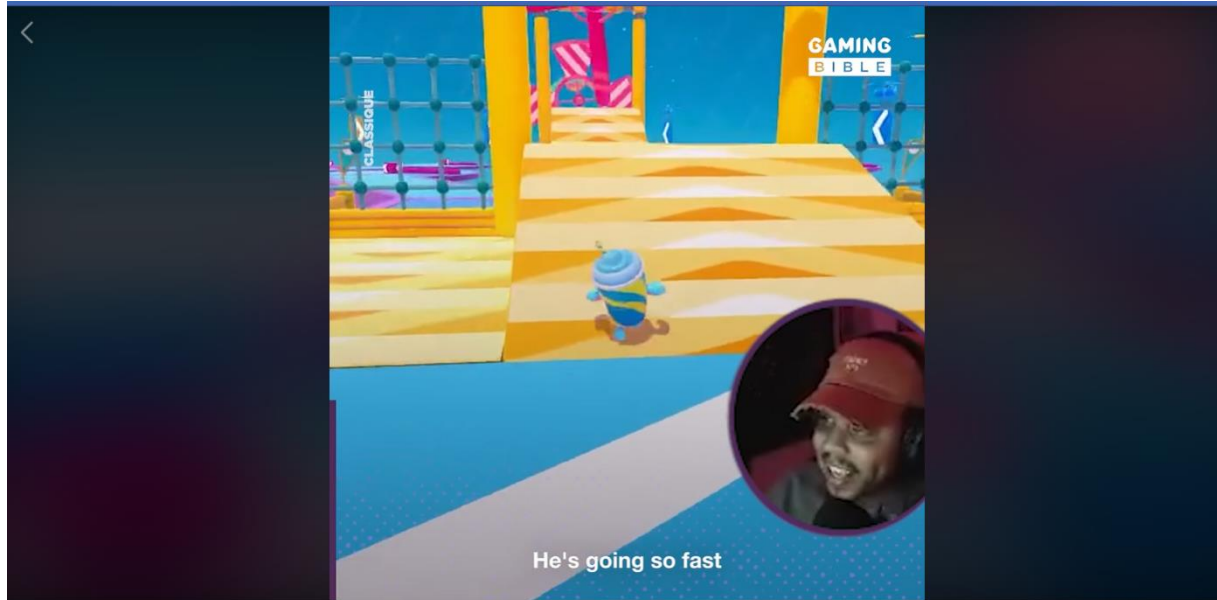
The World's Worst Fall Guys Hacker
GAMINGbible Follow

👍😆 4.2K   1K Comments   417 Shares

4K Reactions +

1K Comments +   X

400 Shares +

IDR 108,999

US$ 19.99

Potential loss IDR 436,000,000

IDR 108,999

US$ 19.99   X

600 Reactions +

200 Comments +

100 Shares +

Potential loss IDR 110,000,000

Hackers On Fall Guys
GameByte Follow

👍😢😆 663   265 Comments   148 Shares

Users Reactions

Concurrent players

37,992	players right now
43,602	24-hour peak
172,213	all-time peak about a month ago

Owner estimations

9,300,000	..	**9,500,000**	by PlayTracker
5,000,000	..	**10,000,000**	by SteamSpy
4,759,060	..	14,277,180	based on reviews ⑦

Store data

453,272	followers
189,946	positive reviews
48,007	negative reviews
79.83%	positive reviews

Playtime estimations by SteamSpy

1.5 hours	median playtime in last 2 weeks
6.9 hours	median total playtime
5.5 hours	average playtime in last 2 weeks
16.5 hours	average total playtime

1. How to keep track the users reactions

2. How to know the users' sentiment in 200,000+ reviews

3. How to keep and increase the users' playtime

Project Goals & Method

Goals

1. Understand users' sentiments towards the game (positive/ negative)

2. Understand the game's brand image among the users

3. Efficiently gather users' opinion to find out possible future implementations

4. Prioritize which issues need to be handled as soon as possible in order to minimize users' uninstalling or to avoid the loss of new potential users due to game's bad issues.

Methods

1. Download data from Fall Guys' Steam review page (PC only)

2. Create topic label using LDA

3. Make unsupervised sentiment analysis model using VADER

Dataset & EDA

Dataset

Downloaded using SteamReviews, data per Sep 29

```
reviews

  1. recommendationid - The unique id of the recommendation

author

  1. steamid - the user's SteamID
  2. num_games_owned - number of games owned by the user
  3. num_reviews - number of reviews written by the user
  4. playtime_forever - lifetime playtime tracked in this app
  5. playtime_last_two_weeks - playtime tracked in the past two weeks for this app
  6. playtime_at_review - playtime when the review was written
  7. last_played - time for when the user last played
  8. review - text of written review
  9. timestamp_created - date the review was created (unix timestamp)
  10. timestamp_updated - date the review was last updated (unix timestamp)
  11. voted_up - true means it was a positive recommendation
  12. weighted_vote_score - helpfulness score
  13. steam_purchase - true if the user purchased the game on Steam
  14. received_for_free - true if the user checked a box saying they got the app for free
  15. written_during_early_access - true if the user posted this review while the game was in Early Access
```

```
[8]    ▷ ▸☰ M↓

       df_raw.dtypes

recommendationid                    object
author_steamid                      object
author_num_games_owned              int64
author_num_reviews                  int64
author_playtime_forever             int64
author_playtime_last_two_weeks      int64
author_last_played                  int64
review                              object
timestamp_created                   int64
timestamp_updated                   int64
voted_up                            bool
weighted_vote_score                 object
steam_purchase                      bool
received_for_free                   bool
written_during_early_access         bool
dtype: object

[9]    ▷ ▸☰ M↓

       df_raw.shape

(14559, 15)
```

```
[11]   ▷ ▸☰ M↓

       df_raw['steam_purchase'].value_counts()

True      12684
False      1875
Name: steam_purchase, dtype: int64

[12]   ▷ ▸☰ M↓

       df_raw['received_for_free'].value_counts()

False     14108
True        451
Name: received_for_free, dtype: int64

[13]   ▷ ▸☰ M↓

       df_raw['written_during_early_access'].value_counts()

False     14559
Name: written_during_early_access, dtype: int64
```

Checking NA & Change Data Types

```python
df_raw['weighted_vote_score'] = df_raw['weighted_vote_score'].map(lambda x: float(x))
```

```python
df_raw['author_playtime_forever']=df_raw['author_playtime_forever']/60
df_raw['author_playtime_last_two_weeks']=df_raw['author_playtime_last_two_weeks']/60
```

```python
cols = ['author_playtime_forever', 'author_playtime_last_two_weeks', 'weighted_vote_score']
df_raw[cols] = df_raw[cols].round(2)
```

```python
df_raw['author_last_played'] = pd.to_datetime(df_raw['author_last_played'],unit='s')
df_raw['timestamp_created'] = pd.to_datetime(df_raw['timestamp_created'],unit='s')
df_raw['timestamp_updated'] = pd.to_datetime(df_raw['timestamp_updated'],unit='s')
```

```python
df_raw['timestamp_created'] = pd.to_datetime(df_raw['timestamp_created']).dt.normalize()
df_raw['timestamp_updated'] = pd.to_datetime(df_raw['timestamp_updated']).dt.normalize()
df_raw['author_last_played'] = pd.to_datetime(df_raw['author_last_played']).dt.normalize()
```

```python
df_raw.info()
```

```
<class 'pandas.core.frame.DataFrame'>
RangeIndex: 14559 entries, 0 to 14558
Data columns (total 10 columns):
 #   Column                          Non-Null Count  Dtype
---  ------                          --------------  -----
 0   author_num_games_owned          14559 non-null  int64
 1   author_num_reviews              14559 non-null  int64
 2   author_playtime_forever         14559 non-null  float64
 3   author_playtime_last_two_weeks  14559 non-null  float64
 4   author_last_played              14559 non-null  datetime64[ns]
 5   review                          14559 non-null  object
 6   timestamp_created               14559 non-null  datetime64[ns]
 7   timestamp_updated               14559 non-null  datetime64[ns]
 8   voted_up                        14559 non-null  bool
 9   weighted_vote_score             14559 non-null  float64
dtypes: bool(1), datetime64[ns](3), float64(3), int64(2), object(1)
memory usage: 1.0+ MB
```
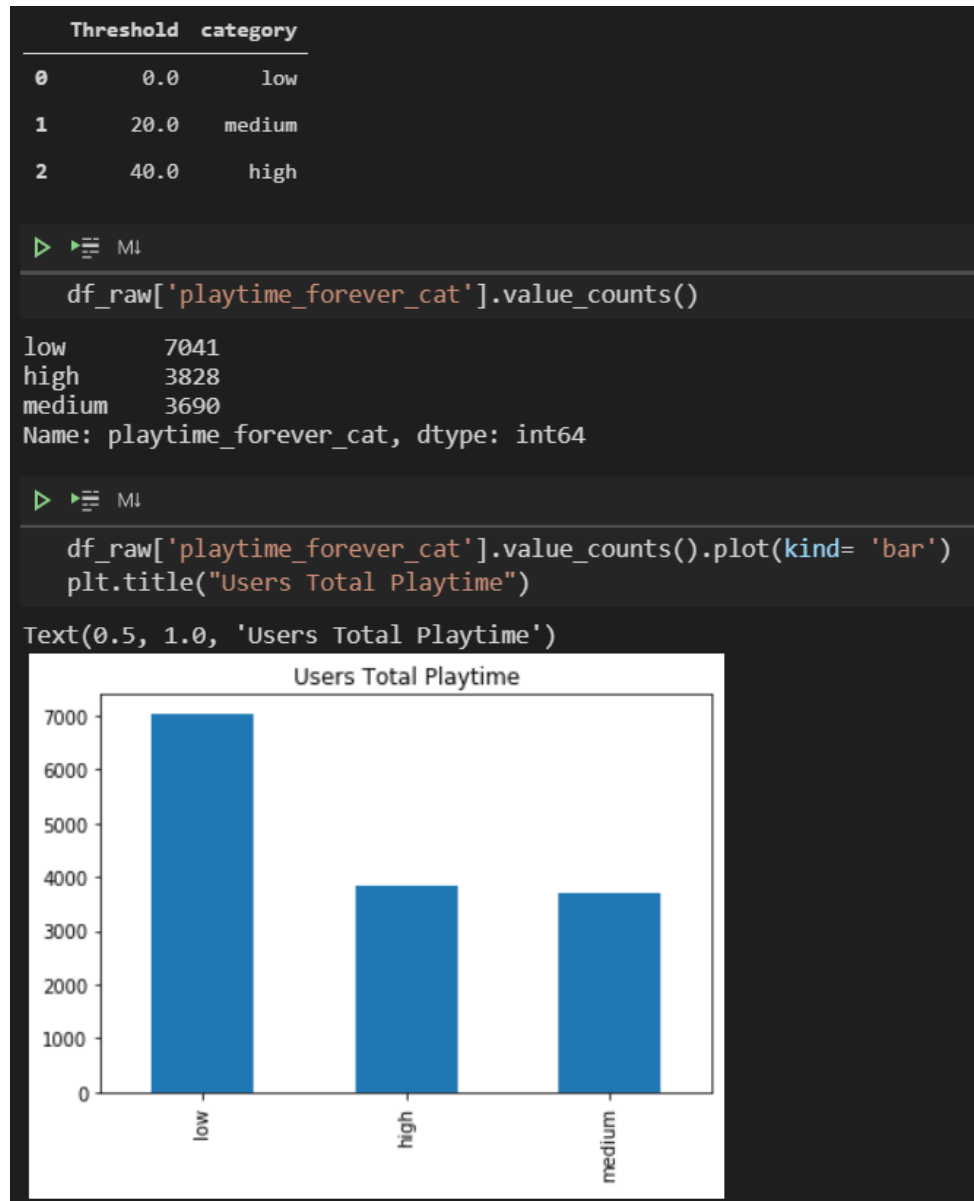
EDA

```
df_raw.describe().round(2)
```

	author_num_games_owned	author_num_reviews	author_playtime_forever	author_playtime_last_two_weeks	weighted_vote_score
count	14559.00	14559.00	14559.00	14559.00	14559.00
mean	174.71	10.74	32.73	3.48	0.53
std	399.73	34.72	42.96	11.31	0.03
min	0.00	1.00	0.10	0.00	0.50
25%	22.00	2.00	10.05	0.00	0.52
50%	71.00	4.00	20.83	0.25	0.52
75%	190.00	10.00	41.76	2.43	0.53
max	14338.00	2304.00	1333.27	333.63	0.97

```
(pd.crosstab(df_raw.voted_up, df_raw.playtime_forever_cat, normalize = 'columns')*100).round(2)
```

playtime_forever_cat	low	medium	high
voted_up			
False	33.05	19.46	16.77
True	66.95	80.54	83.23

	Threshold	category
0	0.0	low
1	20.0	medium
2	40.0	high

```
df_raw['playtime_forever_cat'].value_counts()
```

```
low       7041
high      3828
medium    3690
Name: playtime_forever_cat, dtype: int64
```

```
df_raw['playtime_forever_cat'].value_counts().plot(kind= 'bar')
plt.title("Users Total Playtime")
```

```
Text(0.5, 1.0, 'Users Total Playtime')
```

EDA

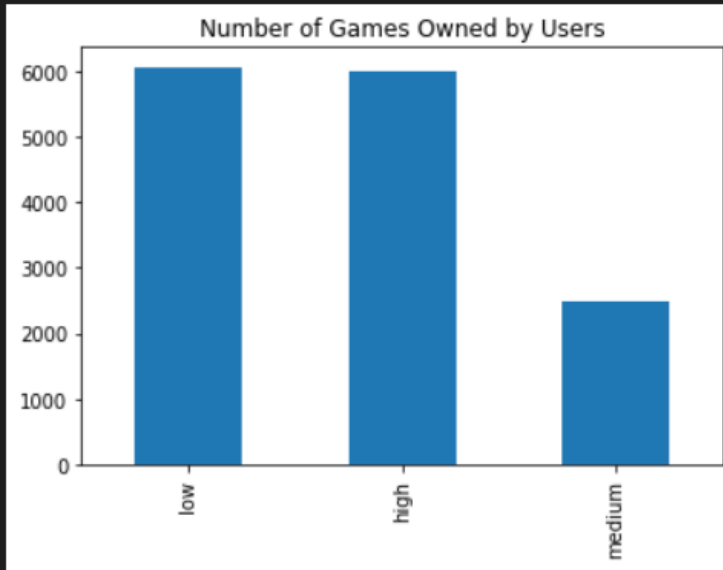|	Threshold	category
0	0	low
1	50	medium
2	100	high

```
df_raw['prod_cat'].value_counts()
```

```
low       6067
high      5996
medium    2485
Name: prod_cat, dtype: int64
```

```
df_raw['prod_cat'].value_counts().plot(kind= 'bar')
plt.title("Number of Games Owned by Users")
```

```
Text(0.5, 1.0, 'Number of Games Owned by Users')
```



```
[38]  (pd.crosstab(df_raw.voted_up, df_raw.prod_cat, normalize = 'columns')*100).round(2)
```

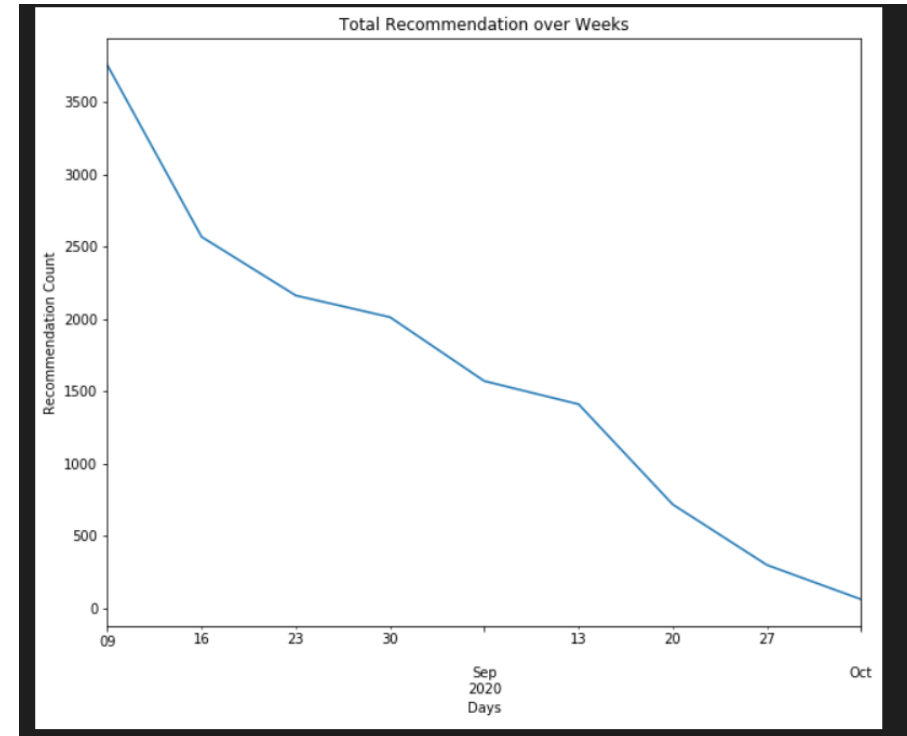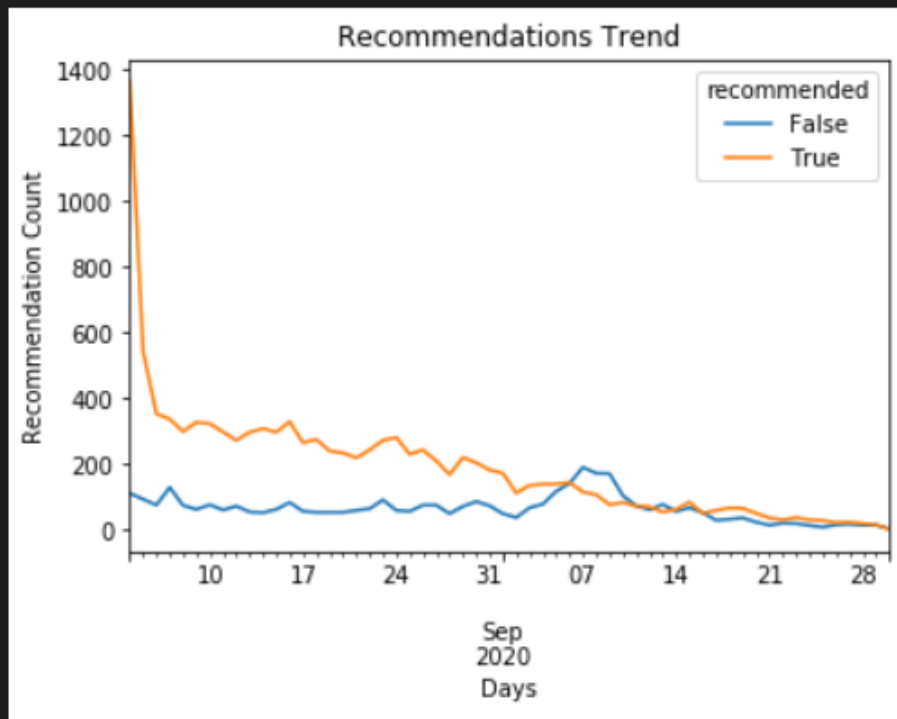| prod_cat voted_up	low	medium	high
False	19.85	27.0	30.15
True	80.15	73.0	69.85

EDA


```python
plt.figure(figsize=(10,8))
ct.plot.line()

plt.title('Recommendations Trend')
plt.xlabel('Days')
plt.ylabel('Recommendation Count')
plt.show()
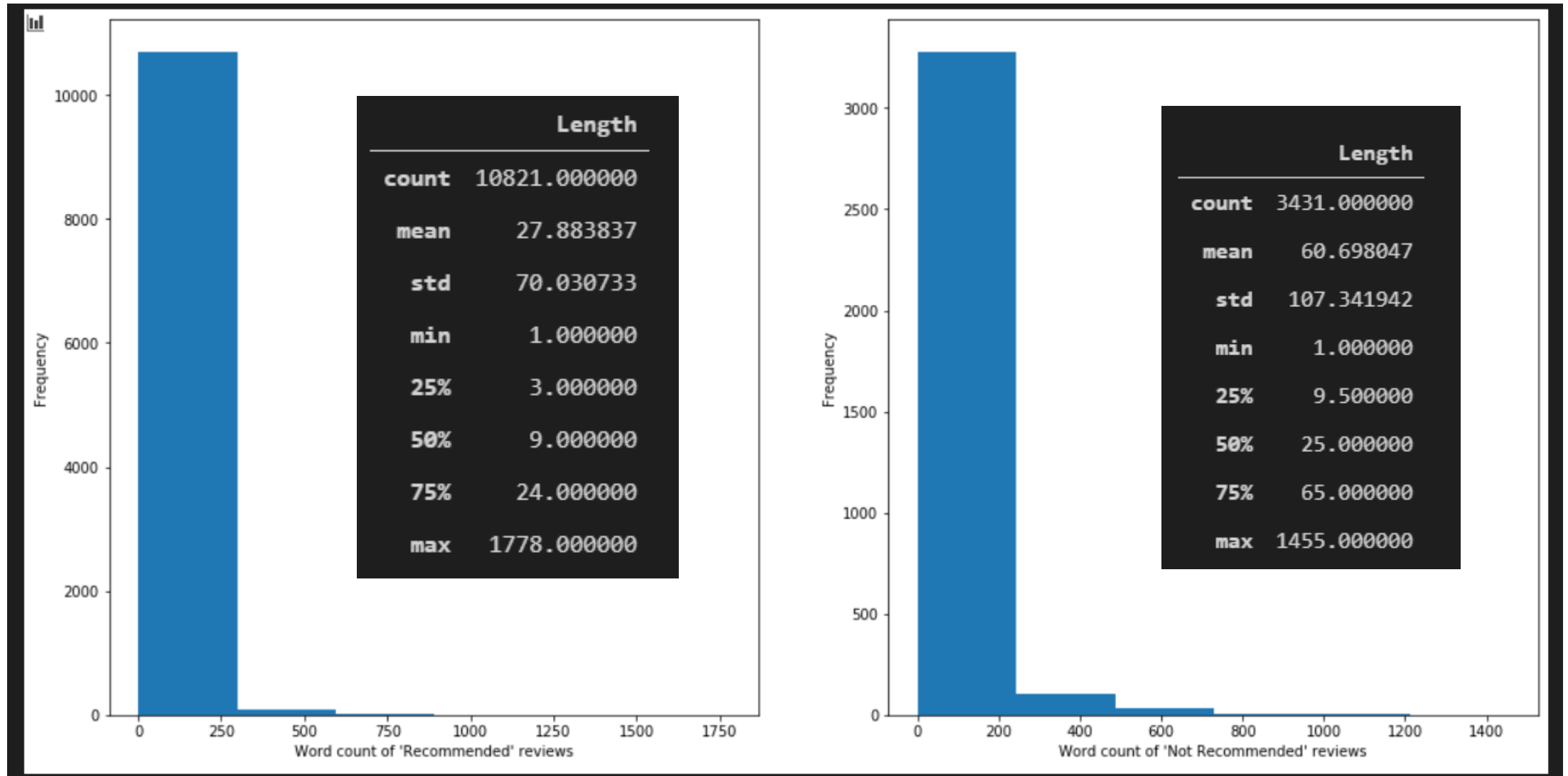```

&lt;Figure size 720x576 with 0 Axes&gt;





```python
reviews_week = df_raw.groupby(pd.Grouper(key='timestamp_created', freq='W')).size()
reviews_week
```

```
timestamp_created
2020-08-09    3757
2020-08-16    2569
2020-08-23    2163
2020-08-30    2013
2020-09-06    1571
2020-09-13    1411
2020-09-20     717
2020-09-27     298
2020-10-04      60
Freq: W-SUN, dtype: int64
```

Exploring & Cleaning Text

Exploring Text

	Length
count	10821.000000
mean	27.883837
std	70.030733
min	1.000000
25%	3.000000
50%	9.000000
75%	24.000000
max	1778.000000

Word count of 'Recommended' reviews

	Length
count	3431.000000
mean	60.698047
std	107.341942
min	1.000000
25%	9.500000
50%	25.000000
75%	65.000000
max	1455.000000

Word count of 'Not Recommended' reviews

True	0.76
False	0.24

Cleaning Text

```python
def clean_text(text):
    '''Make text lowercase, remove text in square brackets, remove punctuation and remove words containing numbers.'''
    text = text.lower()
    text = re.sub(r'\[.*?\]', '', text)
    text = re.sub(r'[%s]' % re.escape(string.punctuation), '', text)
    text = re.sub(r'\w*\d\w*', '', text)
    return text

df_text['clean_1'] = df_text['review'].apply(lambda x: clean_text(x))
```

```python
df_text = df_text.replace('\n',' ', regex=True)
```

```python
#categorize reviews' language using fasttext
pretrained_model = "lid.176.bin"
model = fasttext.load_model(pretrained_model)


langs = []
for sent in df_text['clean_1']:
    lang = model.predict(sent)[0]
    langs.append(str(lang)[11:13])


df_text['langs'] = langs


df_text
```

```python
df_text['langs'].value_counts()

en     13095
de       321
es        96
fr        84
pt        78
        ...
ur         1
bs         1
tl         1
gl         1
hi         1
Name: langs, Length: 74, dtype: int64
```

Cleaning Text

```
ob = spell_checker(df_text, "clean_1")
ob.spell_check()


Analyzing suspected errors


Total suspected errors =  21906
```

```
df_text[df_text['clean_1'].str.contains("español")]
```

	review	voted_up	clean_1
63	~ THIS REVIEW IS IN ENGLISH AND IN SPANISH ~~ ...	True	this review is in english and in spanish est...

```python
def remove_emoji(string):
    emoji_pattern = re.compile("["
                               u"\U0001F600-\U0001F64F"  # emoticons
                               u"\U0001F300-\U0001F5FF"  # symbols & pictographs
                               u"\U0001F680-\U0001F6FF"  # transport & map symbols
                               u"\U0001F1E0-\U0001F1FF"  # flags (iOS)
                               u"\U00002500-\U00002BEF"  # chinese char
                               u"\U00002702-\U000027B0"
                               u"\U00002702-\U000027B0"
                               u"\U000024C2-\U0001F251"
                               u"\U0001f926-\U0001f937"
                               u"\U00010000-\U0010ffff"
                               u"\u2640-\u2642"
                               u"\u2600-\u2B55"
                               u"\u200d"
                               u"\u23cf"
                               u"\u23e9"
                               u"\u231a"
                               u"\ufe0f"  # dingbats
                               u"\u3030"
                               u"\u2014"
                               u"\u2022"
                               "]+", flags=re.UNICODE)
    return emoji_pattern.sub(r'', string)
```

Cleaning Text

	review	voted_up	clean_1	review_lemmatize	tokenized	clean_token	clean_str
0	Fall Guys is a chill and fun game but it rea...	True	fall guys is a chill and fun game but it rea...	fall guy be a chill and fun game but real...	[fall, guy, be, a, chill, and, fun, game, but,...	[fall, guy, chill, fun, game, really, need, se...	fall guy chill fun game really need server imp...
1	I gave a little Hug to a player, he stared bac...	True	i gave a little hug to a player he stared back...	i give a little hug to a player stare back at...	[i, give, a, little, hug, to, a, player, stare...	[give, little, hug, player, stare, back, secon...	give little hug player stare back second jump ...
2	I'd reccomend it so much i'd buy it for you	True	id reccomend it so much id buy it for you	d reccomend so much d buy for	[d, reccomend, so, much, d, buy, for]	[reccomend, much, buy]	reccomend much buy
3	you can hug people	True	you can hug people	can hug people	[can, hug, people]	[hug, people]	hug people
4	When I was a little boy, I liked to see the Wi...	True	when i was a little boy i liked to see the wip...	when i be a little boy i like to see the wipeo...	[when, i, be, a, little, boy, i, like, to, see...	[little, boy, like, see, wipeout, tv, always, ...	little boy like see wipeout tv always dream ta...
...	...	...	...	...	...	...	...
13089	Well made game that i cant get enough of! Many...	True	well made game that i cant get enough of many ...	well make game that i can not get enough of ma...	[well, make, game, that, i, can, not, get, eno...	[well, make, game, get, enough, many, way, dif...	well make game get enough many way differentia...
13090	very fun and competitive especially with frien...	True	very fun and competitive especially with frien...	very fun and competitive especially with frien...	[very, fun, and, competitive, especially, with...	[fun, competitive, especially, friend, recomme...	fun competitive especially friend recommend bu...
13091	This game is extremely fun and a nice break fr...	True	this game is extremely fun and a nice break fr...	this game be extremely fun and a nice break fr...	[this, game, be, extremely, fun, and, a, nice,...	[game, extremely, fun, nice, break, usual, dro...	game extremely fun nice break usual drop loot ...
13092	Fun to play & they keep working on this game	True	fun to play they keep working on this game	fun to play keep work on this game	[fun, to, play, keep, work, on, this, game]	[fun, play, keep, work, game]	fun play keep work game
13093	[h1]The Turn Around[/h1] If you read my previo...	True	the turn around if you read my previous review...	the turn around if read previous review i ju...	[the, turn, around, if, read, previous, review...	[turn, around, read, previous, review, could, ...	turn around read previous review could recomme...

Exploring Clean Text

Top 20 unigrams in the review text
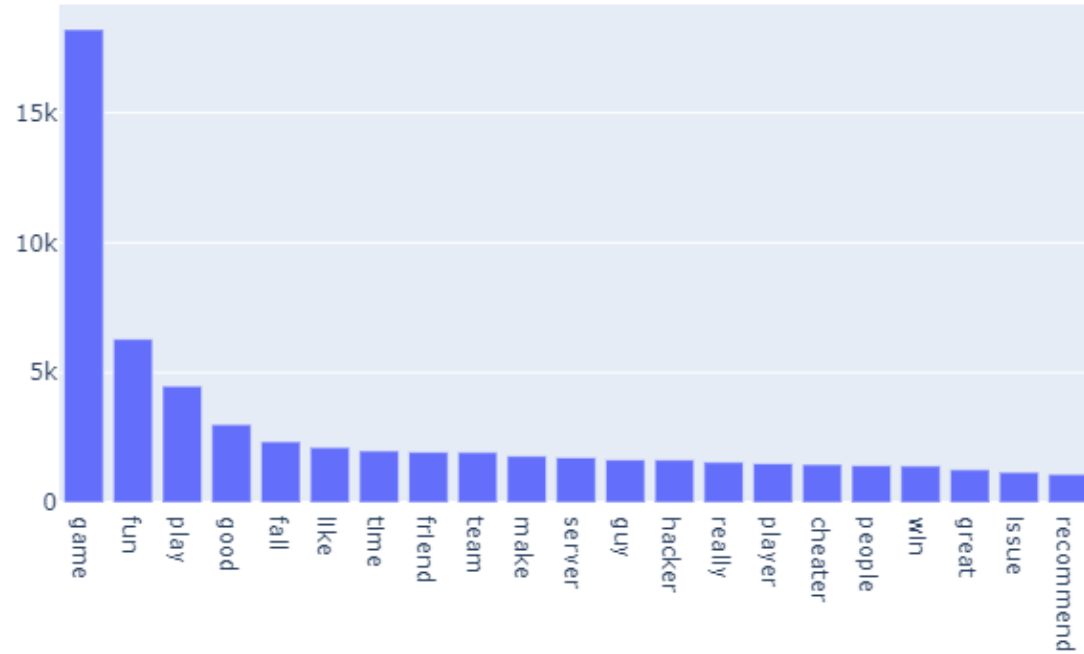
Top 20 bigrams in the review

Exploring Clean Text
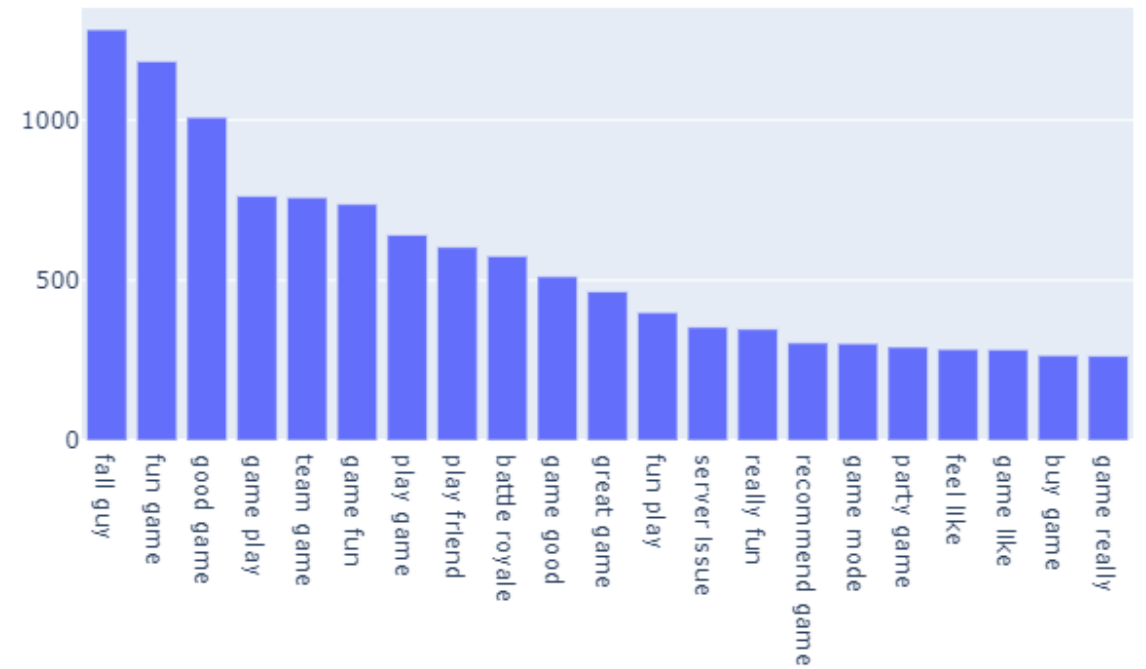
Setting Topics

Recommended Reviews

```
df_yes

      voted_up                        clean_token                              clean_str
  0       True  ['fall', 'guy', 'chill', 'fun', 'game', 'reall...   fall guy chill fun game really need server imp...
  1       True  ['give', 'little', 'hug', 'player', 'stare', '...   give little hug player stare back second jump ...
  2       True                      ['reccomend', 'much', 'buy']                    reccomend much buy
  3       True                               ['hug', 'people']                            hug people
  4       True  ['little', 'boy', 'like', 'see', 'wipeout', 't...   little boy like see wipeout tv always dream ta...
...        ...                                       ...                                       ...
9763      True  ['well', 'make', 'game', 'get', 'enough', 'man...   well make game get enough many way differentia...
9764      True  ['fun', 'competitive', 'especially', 'friend',...   fun competitive especially friend recommend bu...
9765      True  ['game', 'extremely', 'fun', 'nice', 'break', ...   game extremely fun nice break usual drop loot ...
9766      True            ['fun', 'play', 'keep', 'work', 'game']               fun play keep work game
9767      True  ['turn', 'around', 'read', 'previous', 'review...   turn around read previous review could recomme...

9768 rows × 3 columns
```

```python
vectorizer = CountVectorizer(analyzer='word',
                             min_df=3,
                             stop_words=['game', 'fun'],
                             ngram_range=(2,2),
                             lowercase=True,
                             token_pattern='[a-zA-Z0-9]{3,}',
                             max_features=10000,
                            )

data_vectorized = vectorizer.fit_transform(df_yes['clean_str'])

lda_model = LatentDirichletAllocation(n_components= 8,
                                      learning_method='online',s
                                      random_state=0,
                                      n_jobs = -1
                                     )

lda_output = lda_model.fit_transform(data_vectorized)
```
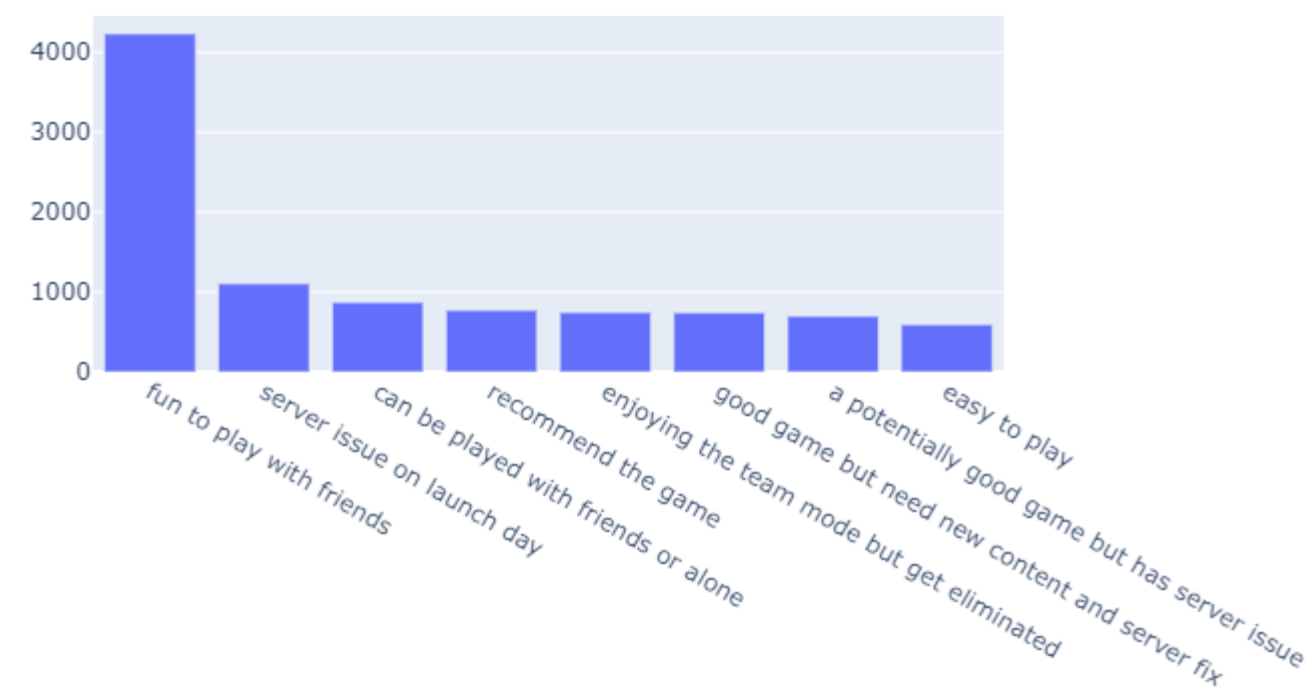
Recommended Reviews

topic_theme	fun to play with friends	good game but need new content and server fix	server issue on launch day	a potentially good game but has server issue	easy to play	can be played with friends or alone	recommend the game	enjoying the team mode but get eliminated
Word 0	mario party	long time	fall guy	server issue	good good	play friend	takeshis castle	fall guy
Word 1	battle royale	pretty good	battle royale	highly recommend	battle royale	fall guy	would recommend	guy fall
Word 2	ever play	feel like	jelly bean	play hour	good big	great play	play friend	run run
Word 3	friend play	play long	server issue	look forward	good ever	play alone	good play	really good
Word 4	tail tag	server problem	finish line	lot potential	good battle	good time	especially friend	battle royal
Word 5	even well	really like	negative review	day server	get knock	server issue	highly recommend	get eliminate
Word 6	fall ball	new content	launch day	first day	would fall	even lose	team mode	one good
Word 7	well friend	wait see	final round	takeshis castle	easy learn	new map	many people	yellow team
Word 8	feel like	worth every	royale genre	one thing	worth price	play even	battle pass	obstacle course
Word 9	grab tail	need fix	get well	stop play	could use	time play	definitely worth	people play

Recommended Reviews

Topics in Recommended Reviews

	topic	counts
0	fun to play with friends	4232
1	server issue on launch day	1106
2	can be played with friends or alone	872
3	recommend the game	773
4	enjoying the team mode but get eliminated	747
5	good game but need new content and server fix	744
6	a potentially good game but has server issue	699
7	easy to play	595

```
df_no
```

	voted_up	clean_token	clean_str
0	False	['hacker', 'destroy', 'game', 'use', 'hack', '...	hacker destroy game use hack final matchill ch...
1	False	['hacking', 'ruin', 'game', 'recommend', 'repo...	hacking ruin game recommend reporting antichea...
2	False	['update', 'dev', 'address', 'cheat', 'issue',...	update dev address cheat issue finally add eac...
3	False	['game', 'full', 'hacker', 'need', 'report', '...	game full hacker need report system something
4	False	['much', 'enjoy', 'game', 'rampant', 'hacker',...	much enjoy game rampant hacker discord remove ...
...	...	...	...
3321	False	['really', 'fun', 'first', 'time', 'play', 'ge...	really fun first time play get redundant annoy...
3322	False	['start', 'game']	start game
3323	False	['buy', 'game', 'day', 'release', 'wait', 'rel...	buy game day release wait release whole hour t...
3324	False	['really', 'fun', 'start', 'griefer', 'hacker'...	really fun start griefer hacker infest game pl...
3325	False	['fun', 'first', 'hour', 'gameplay', 'however'...	fun first hour gameplay however basic issue co...

```
3326 rows × 3 columns
```

```python
vectorizer = CountVectorizer(analyzer='word',
                             min_df=3,
                             stop_words=['game'],
                             ngram_range=(2,2),
                             lowercase=True,
                             token_pattern='[a-zA-Z0-9]{3,}',
                             max_features=10000,
                             )

data_vectorized = vectorizer.fit_transform(df_no['clean_str'])

lda_model = LatentDirichletAllocation(n_components= 6,
                             learning_method='online',
                             random_state=0,
                             n_jobs = -1
                             )

lda_output = lda_model.fit_transform(data_vectorized)
```
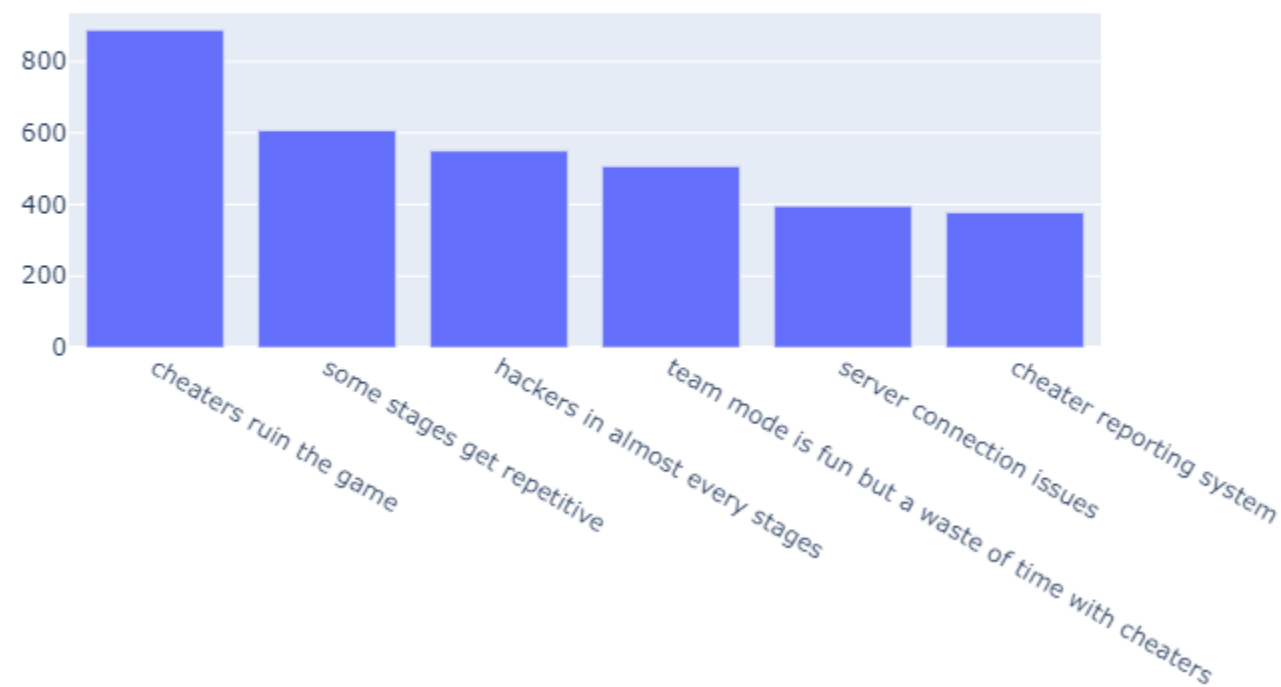
Not Recommended Reviews

topic_theme	cheaters ruin the game	some stages get repetitive	team mode is fun but a waste of time with cheaters	hackers in almost every stages	server connection issues	cheater reporting system
Word 0	many cheater	fall guy	feel like	many hacker	cheater every	server issue
Word 1	cheater cheater	battle royale	team mode	full hacker	waste money	feel like
Word 2	fun play	tail tag	fall guy	hacker every	connection issue	really fun
Word 3	fix server	fun play	play friend	almost every	get disconnect	fun first
Word 4	completely ruin	remove team	anti cheat	would recommend	fall ball	every time
Word 5	way many	play friend	waste time	cheater ruin	seem like	way report
Word 6	anti cheat	get repetitive	time get	ruin fun	report system	full cheater
Word 7	positive review	lot fun	fun friend	current state	hacker ruin	luck base
Word 8	last round	want play	team base	chance win	get well	may well
Word 9	please fix	get eliminate	current state	recommend buy	every second	worth price

Not Recommended Reviews

Topics in Recommended Reviews

	topic	counts
0	cheaters ruin the game	888
1	some stages get repetitive	607
2	hackers in almost every stages	550
3	team mode is fun but a waste of time with chea...	507
4	server connection issues	396
5	cheater reporting system	378

Sentiment Modeling

Unsupervised Modeling

- Steam Reviews does not provide scale (1-5) for reviews, they only marked as Recommended and Not recommended

- Recommended and Not recommended label ≠ Positive & Negative

- The data will be unlabeled for modeling, and the used model is VADER Sentiment Analysis

VADER Sentiment Analysis. VADER (Valence Aware Dictionary and sEntiment Reasoner) is a lexicon and rule-based sentiment analysis tool that is specifically attuned to sentiments expressed in social media, and works well on texts from other domains.

Unsupervised Modeling

VADER has been found to be quite successful when dealing with social media texts, NY Times editorials, movie reviews, and product reviews. This is because VADER not only tells **about** the Positivity and Negativity score but also tells us about **how positive or negative a sentiment is**.[1]

The compound score is computed by summing the valence scores of each word in the lexicon, adjusted according to the rules, and then normalized to be between -1 (most extreme negative) and +1 (most extreme positive). This is the most useful metric if you want a single unidimensional measure of sentiment for a given sentence. Calling it a 'normalized, weighted composite score' is accurate.[2]
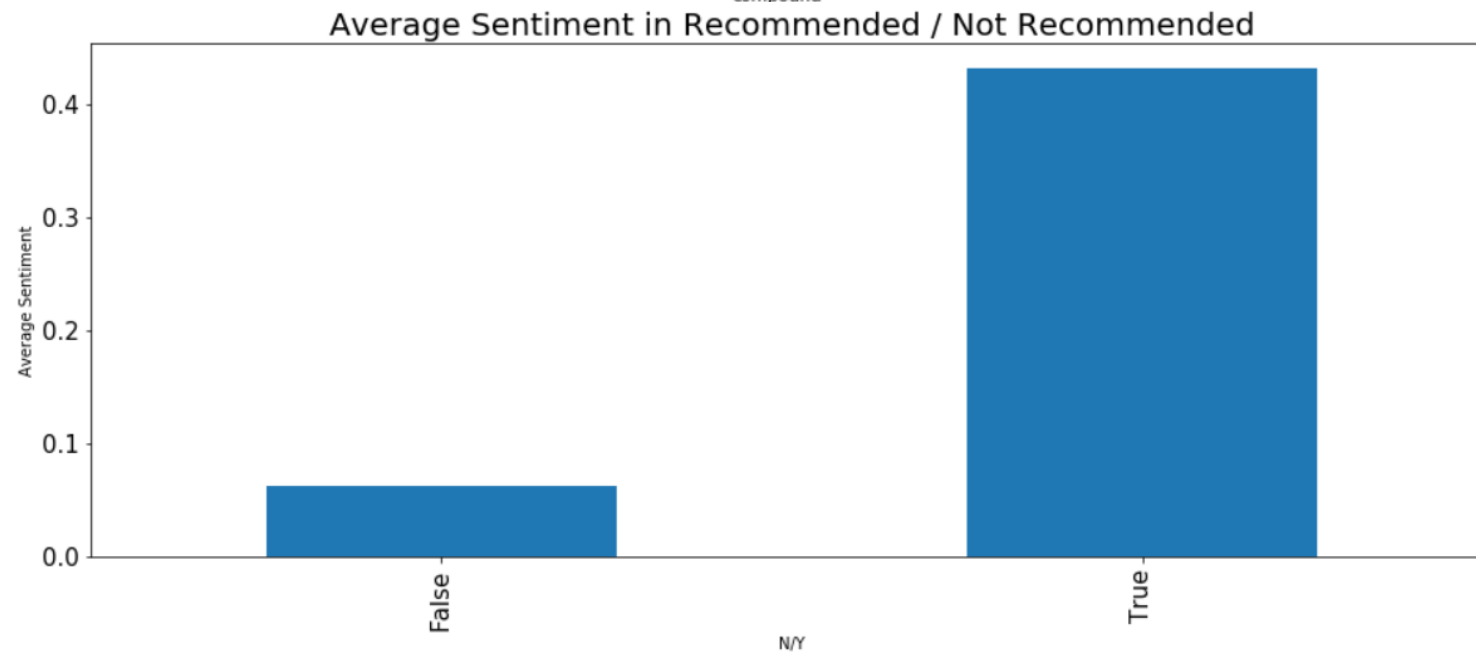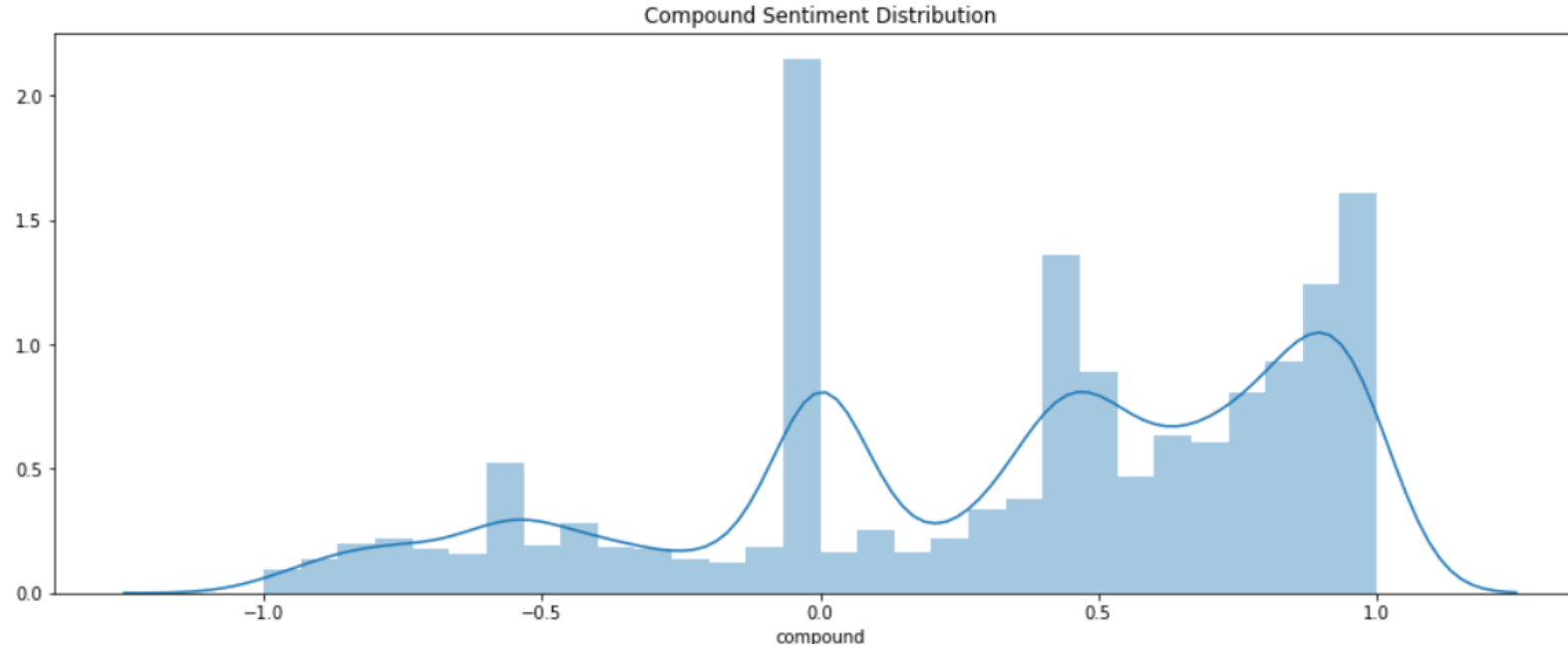
```
[24]  ▷ ▶≡ M↓
        review = 'so many cheaters, fix it'

[25]  ▷ ▶≡ M↓
        review1 = "'I like the game, it's fun but the server sucks"

[26]  ▷ ▶≡ M↓
        sid.polarity_scores(review)
      {'neg': 0.443, 'neu': 0.557, 'pos': 0.0, 'compound': -0.4902}

[27]  ▷ ▶≡ M↓
        sid.polarity_scores(review1)
      {'neg': 0.23, 'neu': 0.495, 'pos': 0.276, 'compound': -0.09}
```

Unsupervised Modeling

Unsupervised Modeling

	voted_up	clean_str	scores	compound	comp_score
0	True	fall guy chill fun game really need server imp...	{'neg': 0.0, 'neu': 0.785, 'pos': 0.215, 'comp...	0.7430	pos
1	True	give little hug player stare back second jump ...	{'neg': 0.229, 'neu': 0.634, 'pos': 0.137, 'co...	-0.4391	neg
2	True	reccomend much buy	{'neg': 0.0, 'neu': 1.0, 'pos': 0.0, 'compound...	0.0000	pos
3	True	hug people	{'neg': 0.0, 'neu': 0.244, 'pos': 0.756, 'comp...	0.4767	pos
4	True	little boy like see wipeout tv always dream ta...	{'neg': 0.0, 'neu': 0.549, 'pos': 0.451, 'comp...	0.8257	pos
...	...	...	...	...	...
13089	True	well make game get enough many way differentia...	{'neg': 0.06, 'neu': 0.492, 'pos': 0.447, 'com...	0.9460	pos
13090	True	fun competitive especially friend recommend bu...	{'neg': 0.0, 'neu': 0.21, 'pos': 0.79, 'compou...	0.8826	pos
13091	True	game extremely fun nice break usual drop loot ...	{'neg': 0.154, 'neu': 0.411, 'pos': 0.434, 'co...	0.8467	pos
13092	True	fun play keep work game	{'neg': 0.0, 'neu': 0.345, 'pos': 0.655, 'comp...	0.6908	pos
13093	True	turn around read previous review could recomme...	{'neg': 0.276, 'neu': 0.444, 'pos': 0.279, 'co...	-0.3944	neg

	voted_up	clean_str	scores	compound	comp_score
17	False	hacker destroy game use hack final matchill ch...	{'neg': 0.2, 'neu': 0.8, 'pos': 0.0, 'compound...	-0.5423	neg
19	False	hacking ruin game recommend reporting antichea...	{'neg': 0.284, 'neu': 0.373, 'pos': 0.343, 'co...	-0.0516	neg
20	False	update dev address cheat issue finally add eac...	{'neg': 0.184, 'neu': 0.682, 'pos': 0.135, 'co...	-0.9896	neg
47	False	game full hacker need report system something	{'neg': 0.0, 'neu': 1.0, 'pos': 0.0, 'compound...	0.0000	pos
48	False	much enjoy game rampant hacker discord remove ...	{'neg': 0.147, 'neu': 0.669, 'pos': 0.184, 'co...	0.6652	pos
...	...	...	...	...	...
13071	False	really fun first time play get redundant annoy...	{'neg': 0.091, 'neu': 0.604, 'pos': 0.305, 'co...	0.9708	pos
13077	False	start game	{'neg': 0.0, 'neu': 1.0, 'pos': 0.0, 'compound...	0.0000	pos
13083	False	buy game day release wait release whole hour t...	{'neg': 0.057, 'neu': 0.569, 'pos': 0.374, 'co...	0.9884	pos
13084	False	really fun start griefer hacker infest game pl...	{'neg': 0.25, 'neu': 0.568, 'pos': 0.182, 'com...	-0.8371	neg
13087	False	fun first hour gameplay however basic issue co...	{'neg': 0.111, 'neu': 0.679, 'pos': 0.209, 'co...	0.3832	pos

```
#Accuracy
(8621 + 1396) / (8621 + 1396 + 1147 + 1930)
```
0.7650068733771193

```
#False Positive Rate
1396 / (1930 + 1396)
```
0.4197233914612147

Conclusion & Improvements

- Conclusion

  - Reviews posted in Fall Guys mostly have positive sentiment

  - Users think that the game is fun and has potential but it has issues such as cheaters and server connection

  - Users mostly complains that the cheaters, server connection and some stages (the team game) ruin the game's fun

- Future improvements

  - Improving the text cleaning so the topic labels and models can be more accurate

  - In general, the sentiment model can give acceptable result between recommended and not recommended reviews. But, there is several inaccuracies in review with polarities (e.g., I really like this game, but it gets redundant --> positive). It might be better to fix the dataset or find new models that can give better result.

  - Deploying the topic modeling for use in flask