The goal of my project is to build a recommendation system for games on steam. Data is collected through API from three sources: Twitch, Steam and a third-party database for steam games.

I first pulled data from Twitch to show the top 20 games by concurrent viewers at this moment. This list represents the most popular games right now in the gaming community. And this list of top 20 games of all time on Steam is a reference. I’m planning to add more recent data.

Now we can type in a game ID to retrieve data for this game. For example, I type in the game ID for [PLAYERUNKNOWN'S BATTLEGROUNDS](https://steamdb.info/app/578080/?utm_source=SteamDB&utm_medium=SteamDB&utm_campaign=SteamDB%20Widget). I’m able to pull down a graph of players’ activity for the last 7 days and we can see the numbers of players right now, at 24-hour peak and all-time peak. I’m planning to add more historical data. Also, I got a little bit more information about this game.

Next, I will gather data for all the games on Steam and train a recommendation model. When a user types in his Steam ID, my app can pull data from Steam to show his recently played games and owned games. Based on this player’s taste, my recommendation system should suggest several games for this player to try.