

# What ACNH Villager Are You?

## SIADS 699 Capstone W23

### Animal Crossing: New Horizon Video Game

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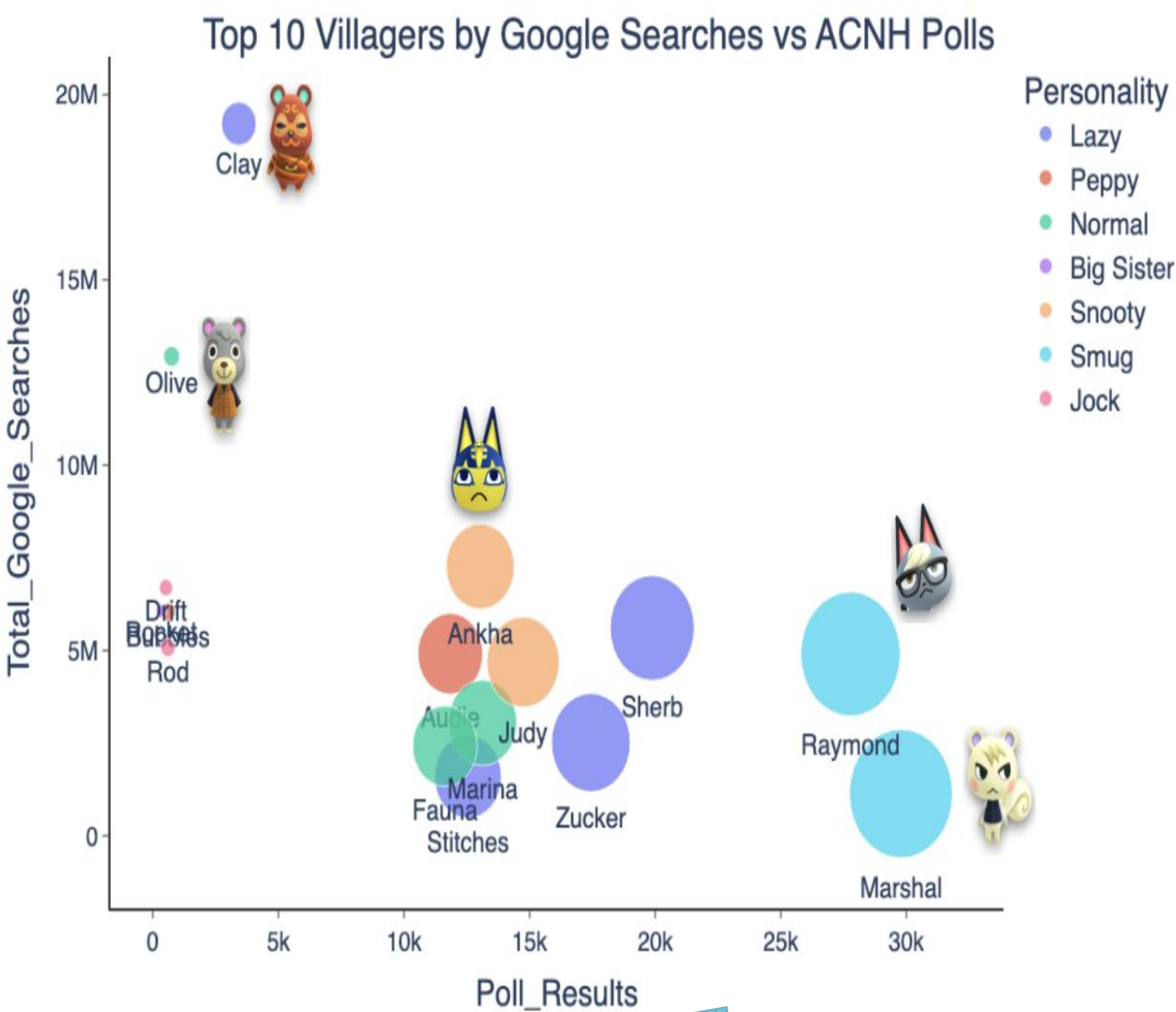
#### Introduction

At a time when many were isolated due to the pandemic, ACNH simulated a social experience and became wildly popular. We wanted to build a full stack web application that matches users with the most like-minded villager in the game's universe via a website quiz, utilizing unique villager traits.

#### Villager Analysis

We examined popular villagers in ACNH game through Google Trend searches and ACP Poll gaming data:

- Cat villagers are the most popular species, followed by cubs and frogs.
- Snooty personalities are preferred, largely driven by cats; while normal personalities are highly valued for cubs.
- Lazy personalities are the most popular, followed by normal and smug, with big sister being the lowest.

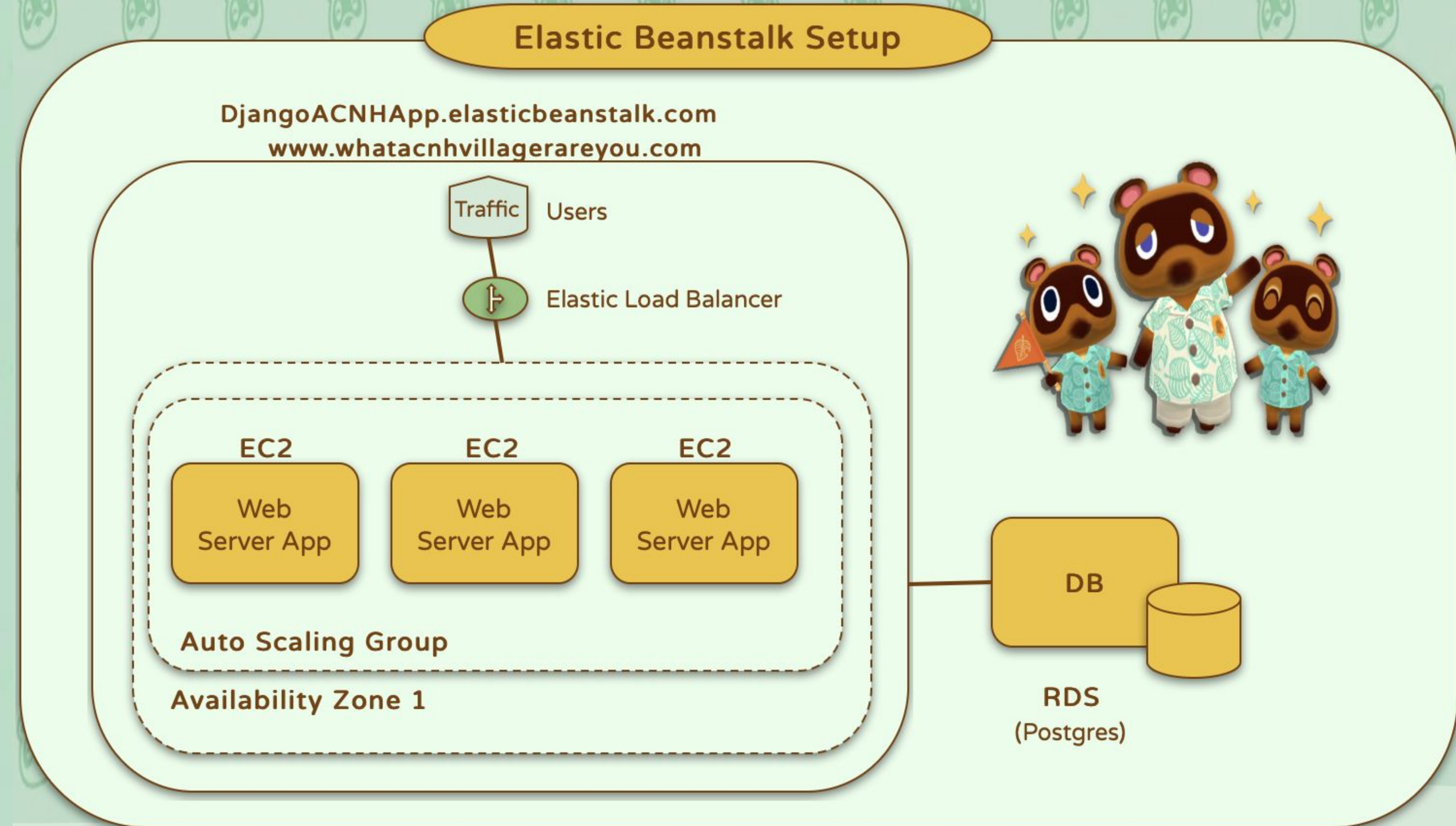
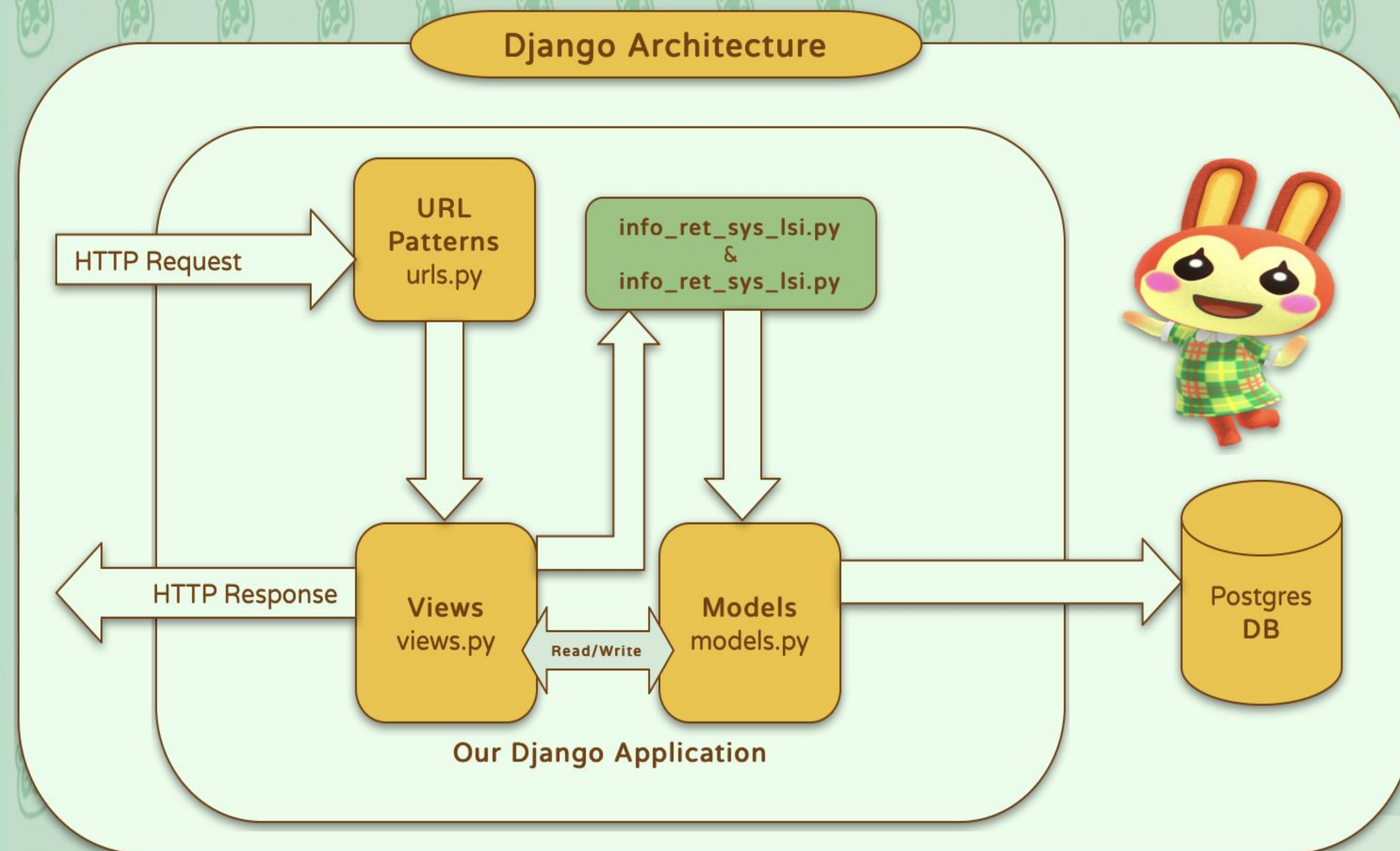


Our project MVP was a full stack web application. We utilized Django as a web framework which utilizes python to create and build our application and then to host, deploy and scale our application we use AWS Elastic Beanstalk which is a platform as a service.

[www.whatacnhvillagerareyou.com](http://www.whatacnhvillagerareyou.com)

Project Website (Only for desktop and tablet)

- Supported for Safari, Google Chrome, Mozilla and Edge Browsers

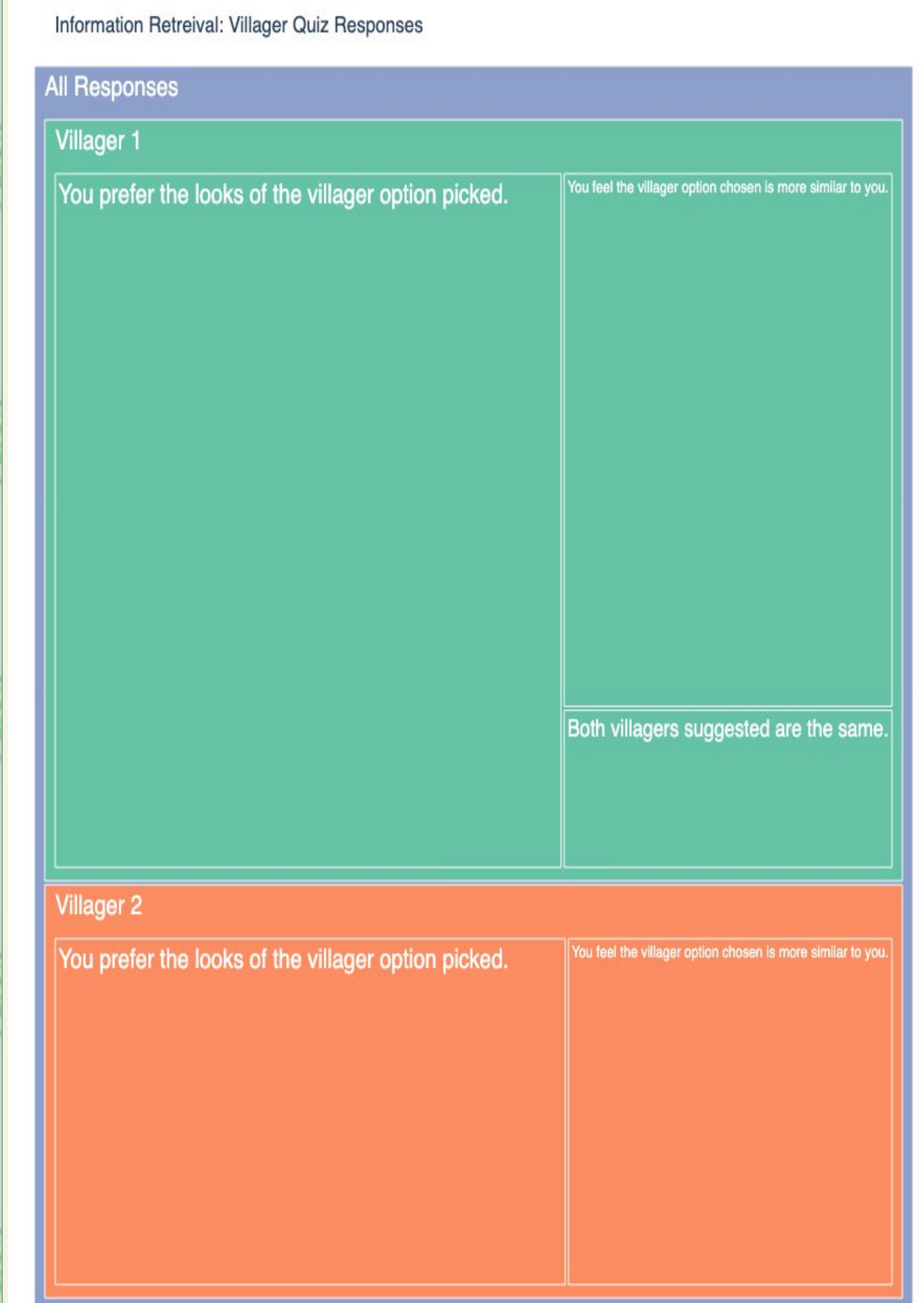


#### Information Retrieval System

We created two information retrieval systems, one utilizes Latent Semantic Indexing and the other Word Embeddings. For evaluation of each system, a quiz is presented to the user and their response for preferred villager option and why is stored in database

#### Results

Results from the treemap below show that users preferred the information retrieval system which employed Latent Semantic Indexing and most were based on the user preferring the looks of the villager displayed.



#### Future Steps

Next steps include making the web app work on mobile devices and various browsers, adding error handling, incorporating wildlife conservation efforts analysis, and creating a room designer. We are also planning to write Medium articles about the project.