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|  | **Karnataka Law Society’s**  **Gogte Institute of Technology**  **Udyambag, Belgaum - 590008** | | | |
| **Department of Computer Science and Engineering** | | | | |
| **Academic Year : 2017-18** | | | | |
| **Batch Details : Machine Learning Techniques : 15CSL68 : Mini-Project** | | | | |
| **NAME** | | | | **USN** |
| MANISH R CHANNAWAR | | | | 2GI15CS074 |
| M.ROHIT SHARMA | | | | 2GI15CS082 |
| PRIYADARSHI KUMAR | | | | 2GI15CS111 |
| **Name of the Project Guide:**  Mrs. Kavita Hanbaratti  Mr. Rahul Kulkarni | | **Project Type:** Analysis | | |
| **Project Title: BOARD GAME REVIEW PREDICTION** | | | | |
| **Problem Definition/Vision:** To design an algorithm to predict the game rating of a given dataset. | | | | |
| **Motivation behind selecting the topic. Problems of the existing system.** | | | | |
| **Proposed Solution:** Two distinct algorithm namely Random forest and linear regression algorithm to predict the same input simultaneously and analyze the outcome. This is done through python programming language. | | | | |
| **Functional Requirements :** A given dataset for board games. | | | | |
| **Nonfunctional Requirements:** JUPYTER NOTEBOOK | | | | |
| **User Interface Requirements:** NILL | | | | |
| **Expected Reports/Results:** predicting up to nearest average rating of the original rating. | | | | |
| **Technologies Used:** | | | **Tools Used:** | |
|  | | | Anaconda with Jupyter notebook | |
| **Project Schedule: Include Gantt Chart here.** | | | | |
| **References:**  YouTube.  “Performance Evaluation of Random Forest Regression Model in Tracking Parkinson's Disease Progress”,IEEE paper | | | | |
| **Enclosures: Includes copies of the supporting documents.** | | | | |
| **Guide Remarks:**  **Date: Signature :** | | | | |