**Video Game Sales Prediction**

The gaming industry is certainly one of the thriving industries of the modern age and one of those that are most influenced by the advancement in technology. With the availability of technologies like AR/VR in consumer products like gaming consoles and even smartphones, the gaming sector shows great potential. In this hackathon, you as a data scientist must use your analytical skills to predict the sales of video games depending on given factors. Given are 8 distinguishing factors that can influence the sales of a video game. Your objective as a data scientist is to build a machine learning model that can accurately predict the sales in millions of units for a given game.