Thanks for your feedback and in order to examine the question, I do a further research about it.

Through Web scraping, I have obtained roughly 120 single-player games made by domestic companies from distribution platform. So the previous data of "30~50" may not be accurate. I will update it according to the data I have scraped. Excluding some games that lack specific details or have not been launched yet, I think I could get less than 100 games.

To further target users, I have selected 10 games at random for analyzing. Since the game sales data is not accessible, I decided to use the number of comments per month as a reference. I selected 10 games randomly and collected the number of comments that game was rated in a month. The average was calculated to be 511. Based on the above data, the target users of the website may be about 500, and they buy games and peripherals about 1-2 times a month. (However, there will be a gap between the sales volume of games and the number of comments, so this data can only be used as an abbreviated reference. Later on, I hope to find more accurate data through research.)

Game	Number of Comments/Month
喵呜快跑	163
戴森球计划	1326
仙剑奇侠传	79
隐形守护者	145
风信楼	272
三国群英传8	243
鬼谷八荒	2045
中国式家长	37
了不起的休闲模拟器	212
古剑奇谭	592
Average	511