Predicting Video Games Global Sales

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This project investigates the relationship between the global sales of games and user/critic scores to predict the games' global sales and success. Also, test the effect of global sales on the game's play score, publisher, developer, genre, and other features. After doing an EDA on the *Kaggle*, *Metacritic*, *Whatoplay* datasets, I merged them to create a dataset with about 800 records. Then, I build a Linear Regression baseline model as shown below after splitting the data into training, validation, and testing with 60%, 20%, and 20%, respectively.

- **Baseline Model**

```
Training Score: 0.433532
Validation Score: 0.368182
```

- **Predicted VS. Actual Target Train Plot**