

PRO POS AL—

Project Takedown v1

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PROJECT DESCRIPTION

This project will look at selected gaming platforms of various games and determine if the predominant platform it was released on influences sales. Machine learning and AI may possibly be used to determine the most common words in reviews for the platforms or build linear regression plots based on numeric data.

TASKS

- Clean and group data
- Upload the data to pgAdmin4 for use
- Build Flask app
- Create visualisations using plotly/tableau
- Build web app

CHALLENGES

- Limited time frame
- Data files are large so not all platforms listed are going to be analysed
- HTML and CSS for web app will take time
- How exactly will the results of ML/AI be useful to the audience?

OTHER NOTES

one of the key challenges is utilizing the machine learning components of this task to deliver a meaningful piece of information for the audience. This part of the project may take the longest as it is a relatively new topic however should still be achievable