

Project Initialization and Planning Phase

Date	7 December 2024
Team ID	XXXXXX
Project Title	Uncovering the Gaming Industry's Hidden Gems: A Comprehensive Analysis of Video Game Sales
Maximum Marks	3 Marks

Project Proposal (Proposed Solution):

Project Overview	
Objective	To analyze sales data from over 16,500 video games to identify market trends, popular genres, and consumer behavior, enabling informed decision-making in the industry.
Scope	The project focuses on analyzing video game sales data scraped from vgchartz.com. It includes exploring trends, identifying top-performing games/genres, and visualizing insights using Tableau.
Problem Statement	
Description	The video game industry lacks actionable insights due to fragmented and complex sales data, hindering stakeholders from making informed decisions about development, marketing, and inventory.
Impact	Solving this problem will help stakeholders predict sales trends, optimize inventory, tailor marketing strategies, and focus on consumer preferences for sustained growth.
Proposed Solution	
Approach	Utilize data analysis and visualization techniques in Tableau to analyze sales data by platform, region, and genre. Highlight trends and patterns for actionable insights.
Key Features	<ul style="list-style-type: none"> - Interactive dashboards for visualizing regional and genre-based sales trends - Identification of top-performing games and platforms - Forecasting future sales trends

Resource Requirements

Resource Type	Description	Specification/Allocation
Hardware		
Computing Resources	CPU/GPU specifications, number of cores	Intel i5/i7 or equivalent, Quad-Core processor
Memory	RAM specifications	8 GB RAM (minimum)
Storage	Disk space for data, models, and logs	1 TB SSD
Software		
Frameworks	Python frameworks	Flask for dashboard integration, Tableau for visualization
Libraries	Additional libraries	pandas, numpy, matplotlib, seaborn, scikit-learn
Development Environment	IDE, version control	Jupyter Notebook for data analysis, Git for version control
Data		
Data Source	Source and dataset	Kaggle: Video Game Sales Dataset
Data Size	Approximate size and records	~16,500 rows, CSV format