

Project Proposal

(Video Game Sales)

This project describes video game sales around the world and what games are most popular, we learn about the most powerful video games, and game developers across emerging economies are constantly striving to enhance the player experience, release and rewrite it. Various console/platforms, such as PlayStation, Xbox and Windows PC, which are combined into a single product that is provided to players through the cloud platform. The world is currently going through a horrific and unprecedented event: the COVID-19 pandemic. During these trying times, games have become a way to escape and fill time for many

1.Question/need:

What is the most sold game genre ?
What is the most sold game platform ?
What is the best selling game of all time ?
Which region plays the most games ?

2.Data Description:

This dataset contains a list of video games with sales greater than 100,000 copies. It was generated by a scrape of vgchartz.com

- **Rank** - Ranking of overall sales
- **Name** - The games name
- **Platform** - Platform of the games release (i.e. PC,PS4, etc.)
- **Year** - Year of the game's release
- **Genre** - Genre of the game
- **Publisher** - Publisher of the game

- **NA_Sales** - Sales in North America (in millions)
- **EU_Sales** - Sales in Europe (in millions)
- **JP_Sales** - Sales in Japan (in millions)
- **Other_Sales** - Sales in the rest of the world (in millions)
- **Global_Sales** - Total worldwide sales.

3.Tool:

The work will be done through Jupyter notebook.

There are tools that will be used , such as: Numpy , pandas , matplotlib, Seaborn , SciKit-Learn for discovering the data and train a model.

4.TO DO:

Explore the data and come up with EDA phases then use a model to fit the data.

NOTE: the used features may be increased or changed and the model as well.