Project Title: Analyzing video game sales in the worlds main markets form 1980 to 2016

Project Description: To analyze and determine which are the most successful games created from 1980 to 2016 and looking at other trends that can be pulled from game sales.

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Datasets to be used:

* <https://www.kaggle.com/sidtwr/videogames-sales-dataset?select=Video_Games_Sales_as_at_22_Dec_2016.csv>
* <https://www.kaggle.com/sidtwr/videogames-sales-dataset?select=PS4_GamesSales.csv>
* <https://www.kaggle.com/sidtwr/videogames-sales-dataset?select=XboxOne_GameSales.csv>

Research Questions to Answer

Q1: **What is the Most Popular Genre per Global Sales**?

Separate the game sales by Genre. Look at the number of games

Q2: Most popular genre per region

Q3: Most popular console per region

Q4: Trend analysis of genre vs time(?)

Q5: Games Releases Vs. Publisher

Q6: Best Seller per region

**##TEMPLATE##**

Summary Statistics

Top Name Overall

-per Gender

-per State

-per Decade

Rough Breakdown of Tasks

Data cleanup

Summary status

Research API sources

Q1

Q2

Q3

Q4

Name Generator

Bins - regions Sarah

Bins - decades Matt

Tech Reqs

Pandas to clean format

Jupyter Notebook for cleaning

Jupyter Notebook for visuals

Write Up Summarizing Findings

6-8 Visuals Requirement

Presentation Reqs

8 - 10 minute length

-feign interest!

Core message / hypothesis, motivation (this project!?!), step by step, results

--Count astype(float)

--Binning by decade

--Binning by region

Q&A and/or choose classmates names