Web Scraping Project

store.steampowered.com

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**Problem statement:**

* Go to the link: <https://store.steampowered.com/games/>
* You need to scrape the details of top 5 “New & Trending” Game details.
* For every game, find out the number of positive reviews and name of developer and publisher
* Find out the system requirements.
* And 10 reviews for each game

**Solution:**

**Result** for the Above Question is Converted in a table format, the Python Code and Screen Shot of the Project is attached below.

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| --- | --- | --- | --- | --- | --- |
|  | **Angry Putin** | **U-ena -Far fireworks-** | **Eternal Edge +** | **DOGE TO THE MOON** | **Sneak Thief** |
| **Positive\_review** | 56 | 114 | 95 | 17 | 931 |
| **Developer** | ['Seito Games'] | ['HemiolaStudio'] | ['Righteous Weasel Games', 'Ignatios Prouctions LLC'] | ['Smoke Criminals'] | ['Nicholas Rizzo'] |
| **Publisher** | Seito Games | HemiolaStudio | Sedoc LLC, GrabTheGames | Smoke Criminals | Nicholas Rizzo |
| **Min System Requirement** | ['-->MINIMUM SYSTEM REQUIREMENTS-->:', 'OS: Windows 7/8/10', 'Processor: 2.0 GHz Dual core', 'Graphics: DirectX compatible 1024 VRAM or better'] | ['-->MINIMUM SYSTEM REQUIREMENTS-->:', 'Requires a 64-bit processor and operating system', 'OS: Windows10/8/7', 'Processor: Intel Core2Duo', 'Memory: 2 GB RAM', 'Graphics: Integrated Graphics Processor', 'DirectX: Version 11', 'Storage: 6 GB available space'] | ['-->MINIMUM SYSTEM REQUIREMENTS-->:', 'OS: Windows 10', 'Processor: Intel Core i5', 'Memory: 4 GB RAM', 'Graphics: Intel HD Graphics 3000 or better', 'DirectX: Version 10', 'Storage: 4 GB available space'] | ['-->MINIMUM SYSTEM REQUIREMENTS-->:', 'OS: Windows 7; 8; 10', 'Processor: Intel(R) Celeron(R) CPU G530 @2.40 GHz', 'Memory: 4 GB RAM', 'Graphics: NVIDIA GeForce 9600 GSO 512', 'Storage: 100 MB available space'] | ['-->MINIMUM SYSTEM REQUIREMENTS-->:', 'OS: Windows XP or later', 'Processor: Dual Core Processor @2.4 ghz or better', 'Memory: 2 GB RAM', 'Graphics: Intel HD Graphics 4000 or better', 'DirectX: Version 9.0', 'Storage: 1 GB available space', 'Additional Notes: Tested at 1280x720 on Low Settings'] |
| **Recomended system Requirement** | ['-->RECOMMENDED SYSTEM REQUIREMENTS-->: Nothing is Recommended'] | ['-->RECOMMENDED SYSTEM REQUIREMENTS-->:', 'Requires a 64-bit processor and operating system'] | ['-->RECOMMENDED SYSTEM REQUIREMENTS-->:', 'OS: Windows 10', 'Processor: Intel Core i7 or Higher', 'Memory: 4 GB RAM', 'Graphics: Nvidia Geforce GTX 760/equivalent or higher', 'DirectX: Version 10', 'Storage: 4 GB available space'] | ['-->RECOMMENDED SYSTEM REQUIREMENTS-->: Nothing is Recommended'] | ['-->RECOMMENDED SYSTEM REQUIREMENTS-->:', 'OS: Windows 7 or later', 'Processor: Intel Core i3 or AMD equivalent', 'Memory: 4 GB RAM', 'Graphics: DirectX 11 Graphics Card', 'DirectX: Version 11', 'Storage: 1 GB available space'] |
| **10 Reviews**  **[Since more Review size of the text is Reduced please increase the to Check for Review]** | [([1], 'VERY PUTIN'), ([2], 'amog'), ([3], 'I was not expecting to be blown away by this outstanding game, however i now see the light and will promptly praise Putin for eternity. I am addicted and this is your fault, i will see you in the lowest circle of hell where you belong.'), ([4], 'Putin drink votkaputin get drunkputin hit peopleputin happi'), ([5], 'Game Of The Year 2022'), ([6], "Putin, it rhymes with poopin cause he's sittin on that toilet making little putinsâ£¿â£¿â£µâ£¿â£¿â£¿â ¿â¡Ÿâ£›â£§â£¿â£¯â£¿â£â¡»â¢¿â£¿â£¿â£¿â£¿â£¿â£¿â£¿â£¿â£¿â£¿â£¿â ‹â â£´â£¶â£¿â£¿â£¿â£¿â£¿â£¿â£¿â£¦â£â¢¿â£¿â£¿â£¿â£¿â£¿â£¿â£¿â£¿â¢·â „â£¾â£¿â£¿â£¿â£¿â£¿â£¿â£¿â£¿â£¿â£¿â£¿â£â¢¼â£¿â£¿â£¿â£¿â£¿â£¿â¢»â Žâ ”â£›â£¿â£¿â£¿â£¿â£¿â£¿â£¿â£¿â£¿â£¿â£¿â£¿â¡â£¿â£¿â£¿â£¿â£¿â£¿â ‡â¡¶â „â£¿â£¿â ¿â Ÿâ¡›â ›â »â£¿â¡¿â ¿â ¿â£¿â£—â¢£â£¿â£¿â£¿â£¿â£¿â£¿â¡¿â£·â£¾â£¿â£¿â£¿â£¾â£¶â£¶â£¶â£¿â£â£”â£¤â£€â£¼â¢²â£¿â£¿â£¿â£¿â£¿â£¿â£¿â£¿â£¾â£Ÿâ£¿â£¿â£¿â£¿â£¿â£¿â£¿â¡¿â£¿â£¿â£¿â¢Ÿâ£¾â£¿â£¿â£¿â£¿â£Ÿâ£¿â£¿â£¿â¡·â£¿â£¿â£¿â£¿â£¿â£®â£½â ›â¢»â£½â£¿â¡‡â£¾â£¿â£¿â£¿â£¿â£¿â¢»â£¿â£¿â£¿â¡·â »â¢»â¡»â£¯â£â¢¿â£Ÿâ£›â£›â£›â â¢»â£¿â£¿â£¿â£¿â£¿â£¿â ¸â£¿â£¿â¡Ÿâ£¹â£¦â „â ‹â »â¢¿â£¶â£¶â£¶â¡¾â ƒâ¡‚â¢¾â£¿â£¿â£¿â£¿â£¿â£¿"), ([7], ':thumbsup:'), ([8], 'Gyirl 1: PrivjetGyirl 2: Privjet!Gyirl 1: Simple dimple illi papuytGyirl 2: Papuyt :)\*Brosit telefon\*'), ([9], 'Very Putin.'), ([10], 'Absolute masterpiece of a game! Comrade Putin is proud.')] | [([1], 'Need english version'), ([2], 'Could use an English translation for streamers.'), ([3], 'Yuena is the cutest girl!! (à¹‘>á´—<à¹‘)'), ([4], "If you're looking for a review on this game you've come to the wrong place, but if you're looking for an outstanding pie recipe you've come to the right place.Ingredients:1. 6 tablespoons unsalted butter2. 1/2 cup white sugar3. 1/2 cup brown sugar4. 1/4 cup water5. 1/4 teaspoon cinnamon6. 1 pinch salt7. 5 apples - peeled, cored and sliced8. 1 pastry for double-crust pieDirections:1. Preheat oven to 425 degrees F (220 degrees C).2. Combine butter, white sugar, brown sugar, water, cinnamon, and salt in a saucepan over medium heat. Bring to a boil, remove from heat and set aside.3. Roll out half the pastry to fit a 9-inch pie plate. Place bottom crust in pie plate; pour in apple slices.4. Roll out top crust into a 10-inch circle. Cut into 8 (1-inch) wide strips with a sharp paring knife or pastry wheel. Weave the pastry strips, one at a time, into a lattice pattern. Fold the ends of the lattice strips under the edge of the bottom crust and crimp to seal.5. Pour butter-sugar mixture over top of pie, coating the lattice, and allowing any remaining sauce to drizzle through the crust.6. Bake in the preheated oven for 15 minutes. Reduce heat to 350 degrees F (175 degrees C), and bake until the crust is golden brown, the caramel on the top crust is set, and the apple filling is bubbling, 35 to 40 more minutes. Allow to cool completely before slicing."), ([5], 'my waifu speaks korean im defeated :('), ([6], "Very relaxing BGM, haven't finish the whole game, so far so good."), ([7], 'Cute characters with a cute store, can i understand sadly no, did i enjoy yeah. I can say The story is set in nondescript rural junior highschool. Tomoki belongs to a club that mixes literature club and tea. That called "Kotonoha Circle." It was the night he saw Far fireworks. He met a soaked girl in the center of lake.You seem to find a girl go to her club and be Friends with said girls and just hangout with them.'), ([8], "SO THERE IS NO ENGLISH FOR THIS GAME CAW CAW, AT LEAST NOT YET CAW CAW ALL I KNOW IS THE LOLI CHARACTER MUST HAVE LISTENED TO NINE INCH NAILS DOWNWARD SPIRAL ALBUM AND IS VERY SAD RIGHT NOW CAW CAW SHE IS CONSTANTLY SAD CAW CAW, I GUESS HER PARENTS DIDN'T ALLOW HER TO PLAY HER PS2 EITHER CAW CAW"), ([9], 'Yuena is the cutest girl!! (à¹‘>á´—<à¹‘)'), ([10], 'Heartwarming...?')] | [([1], 'Posted: 27 May, 2020\nProduct received for free\nEarly Access Review\nImportant Disclaimer - Read This!Eternal Edge+ was released on 22 May 2020 as FULL RELEASE. On 26 May 2020 it was changed to "Early Access" by the developers, despite the fact it already was released and sold as a full game. A public thread HERE contains all the details. As consequence, this game will be judged as a FULL RELEASE because it was marketed, released and sold as such initially.OverviewEternal Edge+ (EE+) is a third-person, open-world Action RPG. Players impersonate Cross, one of the last remaining members of a near-godlike race called Eternals, on a quest to wake his wife from a centuries-long slumber induced by a curse. While battling the powerful Skeleton King, Cross is sapped of all his divine powers by an arcane device, and has to start from scratch.ðŸŸ© ProsLarge open world with many secrets, dungeons, events and quests to complete.Good crafting system that actually is satisfying to use for the best weapons and gear. Simple but overall effective combat system that plays out in an enjoyable way.ðŸŸ¥ ConsMassive amount of bugs, many of which severe or even game-breaking. Serious balance problems with enemies, bosses, weapons and certain item combinations.Overall content variety becomes insufficient after the early-mid game phase. Most of the world locations feel empty and hastily put together.Boss fights are few and miserable, resulting too easy or just dull.Most quests and events are just too similar to each other and become repetitive.Rating: MediocreClick here for the complete Rating Charthttps://steamcommunity.com/sharedfiles/filedetails/?id=2108733041The strongest feature of EE+ is its large open world approach. Beor is divided into six massive regions, each containing secret chests, events to clear for large XP rewards, dungeons to complete, also a town with quest-giving NPCs, shops and crafting facilities. Crafting is one of the few well done mechanics, allowing you to combine similar weapons to increase the level of a single one, but also gather materials to craft powerful gear, consumables and accessories.Combat clearly inspires to Dark Souls. It has a dodge-roll system, lock-on function, and as the game progresses also several powers such as teleportation or better dodging. Overall it\'s a very "arcade" system that is quite forgiving and unless there is a massive level difference, you won\'t end up 1-shot by normal mobs. The mechanics of it are good but it\'s held back by other issues.The worst issue with EE+ is the massive amount of bugs, ranging from small problems to massive game-breaking issues that can make you lose hours of progress. Listing them would take way too much space, just know there is pretty much anything you can imagine. Balance needs serious rework: you will always feel overpowered when fighting foes of your same level. Some items giving insanely high stats for their level, thus making you "broken". It\'s all over the place really, some Lv60 areas / dungeons have Lv1 mobs in them, as if they forgot them there.Variety becomes pretty bad after the initial novelty, since enemies start feeling like copy-paste of one another just with another skin, very few are actually unique in attack patterns or behaviors. Same goes for weapons dropped and loot, which becomes useless as you will have crafted Epic gear soon anyway, so in the trash it goes, all of it.Bosses always come up at points where you are way overleveled for them, resulting trivial. The quests themselves are mostly anonymous and dull, just fetch filler or dull boss fights with recycled, scaled up normal mobs.Overall EE+ is an open world RPG with good foundations topped by a huge mountain of bugs, issues and design problems. Some issues may need months or years to completely address given their severity, while it plays out more as an Alpha than a full game. It took me 17 hours to finish the game and most secondary content as well; for the default price of 12,50â‚¬, with massive issues and flawed gameplay, I do not recommend this game.Liked this review, and want to see more of the same quality? Check out Tamaster\'s Review Archive to see all my Reviews in a single, convenient location.https://steamcommunity.com/sharedfiles/filedetails/?id=2110154567In-Depth BreakdownðŸŽ® Gameplay AnalysisGameplay is divided into Exploration, Crafting, Character Management and Combat.ExplorationIs performed on foot, but to travel large distances you have fast travel points as well. Your minimap indicates all nearby dungeons, enemies and chests, while the global map indicates only quest locations, without cities or other POIs marked anywhere. Exploring each region thoroughly is recommended, as finishing events, quests and dungeons is a good way to level up and acquire decent gear. There is no indications of how many chests or dungeons are left to clear in a given region, though. Some secret weapons are also hidden in the environment, but sadly they are mostly copy-pastes without any uniqueness.CraftingBasic can be done at a campfire, though for more advanced recipes you\'ll need a town\'s workshops, each of them offering diverse recipes. Gathering materials such as wood, ores and plants is always good as you\'ll need plenty to craft and upgrade high grade weapons. You won\'t know what level a crafted weapon is until created, so you might not be able to use it yet. Crafted weapons and armors are always the best, bar none, thus make all other loot meaningless for a long time after making them. You can also craft bullets, consumables and bombs to break rocks.Character ManagementIs done with the inventory menu to equip new gear, scrap unwanted pieces for materials, and also change your equipped consumable or ammunition type for your pistol, once acquired. The interface for all this is very clunky, uncomfortable to use and buggy, and it\'s quite a pain to use this constantly with such problems. You can use Eternal Essence found in some special hidden chests to upgrade your passive statistics at a Campfire, such as Attack or Resistance. Finding a lot of essence can really make the difference in the long run. Leveling up per-se doesn\'t give any stat increase except for HP. CombatPlays out in a medium paced way, enemies are never too fast or sudden, and many attacks are well telegraphed. Think of it as a slow-motion dark souls, sort of. Unless you face an enemies far higher than you in level, you won\'t be 1-shot and each fight even against many enemies is relatively simple, given how much forgiving and fast dodge and attacks are. Combat is generally decent but has too many gimmicks and balance issues to ultimately be good. The fact you can spam potions and most consumables are useless is also a problem.https://steamcommunity.com/sharedfiles/filedetails/?id=2110240360TechnicalPC Specs: RTX2080Ti, Ryzen 3900X, 32GB RAM DDR4Critical Problems: None.Optimization: No issues to report.Performance: Runs well in 1440p, 85Hz. Bugs: Too many.Other issues: No Vsync option. Controller buttons are inverted in some cases.Final ThoughtsEE+ is an open world RPG with good foundations but ultimately ruined by extreme lack of polish, massive amount of bugs, and too much repetitive / recycled content. Move along and seek better titles, this one is not worth your time.This game was reviewed using a free key'), ([2], 'I had been looking forward to this, and it has a TON of potential. Unfortunately, it\'s just too buggy and unpolished.UI is kind of clunky. The camera is a bit awkward, and doesn\'t seem to have any acceleration to it. My Xbox controller moves the camera if the stick isn\'t perfectly centered at rest (maybe there just isn\'t any deadzone to it.) Bloom can add some nice ambiance, but wow the difference between Off and On - it\'s a choice between flat vs anything that reflects/emits light going supernova.Combat/movement is floaty. Enemy targeting/attacking is all over the place. Ran to a Level Quest right outside of the first town and killed a lvl 45 robot, which dropped a level 45 shield. I was able to equip the shield, even though the level number in my inventory was red (maybe it just doesn\'t provide the bonuses if you don\'t meet the level requirements...?). Then I got one-shot by another of the lvl 45s in that Level quest area. Feels like that shouldn\'t be 30 seconds of running from where you start.Also, seeing things like how my sword has a "0% chance" to do something. It still procs sometimes, so I don\'t know if that\'s because it\'s a sub 1% and I\'m lucky, or if that percentage just isn\'t being calculated correctly.They are trying to do a lot, lot of stuff here. Conceptually, it\'s great, and I love the love letter to some of my favorite classic games, and how the developers are obviously like-minded when it comes to great video games. Right now, it just feels like maybe that\'s a bit ambitious for either the resources, or time allotted, to release this title.'), ([3], "I don't speak English very well (so I'm sorry for the mistakes) but I will write because I think I may have more visibility from the developers.The game seems to be very good, and it seems to me, that the developers are really looking to improve it, I think that maybe setting the required level of the missions would be a good one (just like the witcher), because being at level 1 and falling into a level mission 10 is not very good.Sometimes the blows don't hit the opponent and I think that this can be improved over time, so that's okay, this part seems to be more complex, but it would be better to fix the hitboxthe areas are too close to each other, maybe when enter an area put the monsters' level on areas nameI loved the concept of the game, and as it updates I will adjust the analysis, then I will give positive rating because besides the game being good, the developers are looking into improving it more and more. Good luck guys"), ([4], "I got a refund and here are my reasons.Terrible UI. clunky combat with hit boxes everywhere, high level areas right next to low levels, terrible map design etc. It's like the dev put together a bunch of different ideas from games he liked hit the blender and out came this mess."), ([5], '--Important Disclaimer--Eternal Edge+ was released on 22 May 2020 as FULL RELEASE. On 26 May 2020 it was changed to "Early Access" by the developers, despite the fact it already was released and sold as a full game. As a consequence, this game will be judged as a FULL RELEASE because it was marketed, released and sold as such initially.--------------------------------I want to recommend this game, I really do. I wish there was a neutral vote in this system. I can see what this game was trying to do, but it falls so short, with so many cut corners.I watched Game Soup play it on release day, and I snatched it up so fast. An indie game attempting to be Breath of the Wild with a dash of Final Fantasy thrown in? SIGN ME UP! I realized it was a 2-man team, and that is was a graphical overhaul of a voxel aesthetic game. Frankly I\'d rather have a straight PC port of the original. This game looks like baby\'s first Unity asset-flip game.Textures vary wildly from non-existent to what look like the 4k texture mods for Skyrim.Many doors don\'t fit their frames. Bloom is ATROCIOUS, even with bloom turned off.NPCs have varying models. Some are similar to the PC with a decent face model and textured hair. Others look like chunky Playmobil minifigures with Nintendo Mii faces.Wandering NPCS have a walk cycle that doesn\'t fit their movement speed, even though they match for the PC and enemies.The NPCs that do have a proper face model have smoother polygons than the PC.Combat is...hit and miss. The lock-on works, but there\'s no way to control what enemy you lock on to. When you kill an enemy you were locked on to, you have release the button and press it again. There is no automatic lock-on swapping. Dodging doesn\'t cancel your attack animation. This makes it really frustrating to combo enemies, especially since swings take a fairly long amount of time to finish. Often I find myself letting my enemies swing first so I can roll behind them and combo them to death. The combo itself is long and inconsistent. The result of a combo is knocking enemies far away. This is quite useless as you now have to chase down the enemy to finish them off. It could be useful in situations with multiple enemies, if it were possible to combo quickly without getting pinned down by collision boxes and the inability to dodge out of an attack. Most of the time it\'s most efficient to use hit and run tactics, which gets tiring quickly. Some enemies are really broken. Boars have a tendency to reset their position right on top of you and deal damage without any animation while you\'re in the middle of stunlocking them. Mage enemies have a close range attack that permanently stunlocks you and deals insane damage. With early mages you can simply shoot or bomb them, and they\'ll move in to melee you. Later mages keep returning to this petrifaction spell, forcing you to kill them from range. It sounds like an interesting idea, but it\'s very poorly executed. Also bombs and the revolver do absolutely abysmal damage compared to melee weapons outside of the starter area.There\'s so much wasted empty space both in the overworld and in boss dungeons, which themselves are a bore to fight. They have one pattern and that\'s it. (To be fair though I\'m maybe halfway through the game. Perhaps later bosses are more interesting.)Getting around can be quite frustrating as there\'s no real way of telling where paths go. Slopes are inconsistent in which ones you can Skyrim your way up, and which you can\'t. The minimap shows nothing but icons. There\'s no hotkey to open the map, which show very little information anyway.The menu is buggy as hell. It has a cooldown to reopen when you close it. Hovering over items often doesn\'t show that item\'s information, but instead the on you have equipped. Element proc tool tips are broken.I really want to like this game, but it\'s an absolute bugfest that is not ready for release.'), ([6], 'This game is janky as hell, but it also has its charms! In its current state its a poor Breath of the wild clone, but if the dev keeps polishing the game play, it could be a very enjoyable adventure game. I want to explore this world! The developers are VERY responsive and are working hard to tighten the game up and remove any bugs. The price is very reasonable, support this team!'), ([7], 'The story seems interesting. The game has some great music. And nice enviroments, with a large world to explore. The progression system is also interesting.'), ([8], "Once a patch comes out I'll update my review. A few things to note:1. Was playing on PC2. Was using mouse and keyboard3. All gfx settings were at highest levelPros:- Seems like an immersive world-Music isn't in your face-Story has a sound premise-Definite Zelda vibeCons:- Camera rotation and character movement are clunky and you feel like you are moving in a cube not a sphere-Teleport wells very well could end your game experience since jumping out of them is next to impossible if you have no where to teleport to-There is no real tutorial, they throw you right into it. Also all keys are mapped to gamepad controls so you are on your own if you are playing mouse and keyboard- Zones overlap too easily. You start level one but go slightly off course and all of a sudden you can be in a level 10, 35 or other zone with giant monsters chasing you.-Having just a world map. In quests we are given lots of locations it would be nice to have a more local map like how they do it in MMOs. If this is an option they don't make it clear.At this time cannot recommend this game as they need to add some more polish. Once that is done this game has a TON of promise and definitely has a ZELDA vibe to it. Really hoping I can come back and adjust my review to recommend."), ([9], "Eternal Edge is a flawed game, but I will admit, I did enjoy what I was able to play. In the 20 hours I was able to play, my biggest gripe was due to lack of polish.1) The combat is a bit clunky, but better than a lot of other games out there.2) On random occasions, the game will just close out to desktop, so saving is crucial.3) Others have complained about difficulty overlap with overpowered enemies in low level zones. I didn't experience that. Sure there is an occasional over leveled enemy, but they are usually due to events, that warn you about the level & are easily avoided. There is also the issue of roaming out at night. If you do that, you will run into nasty enemies. Just sleep till day & learn to avoid them when night falls.4) During crafting, you'll have the required mats & the game will show that you do, yet in some circumstances, the game will tell you that you are short on materials, while trying to craft the item.5) The terrain is awkward. You'll see pathways up hills & mountains, that look scalable but aren't. You'll have to jump up stairs, when you should just be able to walk up them. There is at least one crater in the game, where if you fall into it, you'll have to reload the game to get out.Now to the real reason I wouldn't recommend Eternal Edge. The game has just ceased to load to the main screen. At some point, the game just decided it was done functioning as a game & is now just a white screen simulator. I load the game. I'm presented with the Unity logo. A white screen loads..............."), ([10], 'Bottom Line: Save Your Money\*\*\*WARNING: SPOILERS AHEAD\*\*\*I\'ve recently concluded a full playthrough and video series of this game on my channel, and I have to tell you that while I was initially charmed by this game, it proceeded to let me down harder as time went on. There were issues with controls from the very start, which were actually addressed by the devs, but it still made a rather bad first impression once I got into the gameplay.There are issues all over the place that killed my attempts at enjoying this game almost every step of the way. The most prevalent and ongoing issue was the lousy hit detection. It would frequently find myself striking a monster, then the one or two follow-up strikes would simply hit air. It did not cost me any victories in combat, but it was extremely annoying. Additionally, while nothing seems mechanically wrong with the jumping, it feels very awkward. There are also many areas that seem traversable but actually snag you or hamper your movement, such as stairs that you have to jump to climb or rocks that look like they\'re sloped and can be run up, but alas cannot. Another issue is your consumables inventory. If you acquire items above the allotted space, they simply don\'t show up. I was unaware of this until very close to the end of the game. I had picked up numerous Grand Potions of Life, but when I went to look for them, they were nowhere to be found.There are sections all over the game where it is possible to glitch through or become stuck in the scenery. In most cases it is possible to get out if you fidget about enough, but this is not something that players should have to deal with. I actually glitched through the mountains at the base of the Skeleton King\'s castle, and swam to areas the player is not supposed to be able to reach. There is also an inescapable canyon in the Woeful Woods, the one overlooked by the statue near Wolf\'s Cabin. If you happen to jump or fall in there, you will not be able to get out. There are no ladders or grades shallow enough to jump your way out, which to me is a massive oversight.In some instances, the markers on certain quests are misplaced. One quest dropped a marker in the middle of a field with absolutely no connection to the quest. Other quests lack markers altogether, such as the one in the Woeful Woods that has you running around to find four statues. The first is marked, but is virtually impossible to miss. The others aren\'t especially hard to locate, but the point is they should all be marked, or none of them should be.The glitches are not reserved exclusively to the environment, but gameplay as well. One event in the Great Plains did not spawn one of the monsters into the combat area and forced me to reload the game. The second time, the same glitch occurred, but fortunately they were JUST outside the containment area, allowing me to shoot them so I could finally finish the event. Another time, in the 2nd Grand Vault of the Skeleton King, I entered a room that automatically shuts you in to fight enemies. However, the game glitched me past the second door and slammed the door shut behind me. The monsters spawned as usual, but I could not enter the room to fight them, nor could I affect them through the door. To make matters worse, the door I was on the opposite side on was a dead-end with the chest with a key. Which meant there was no escape, and once again I had to reload the game.Aside from all the glitches and bugs, this game is just unfinished. There is evidence of this in numerous places, but the biggest to me is in the eastern section of the Woeful Woods. There is an NPC there with a quest to gather bait for a sea dragon. This quest has no connection to any other quest in the game, nor does any NPC tell you about it; you\'ll only find it if you happen to wander out that far while exploring. Normally, that would be fine, but there two issues I take with it. The gather quest for the bait is simple enough, but once you gather the bait, you go fight the sea dragon. Again, this is fine in itself, but the problem is there is absolutely no reason to do it. The dragon does not drop any treasure, nor does the NPC give you any sort of reward upon completion of the quest. To make matters worse, the NPC in question has no real dialogue, just filler text that says, "Accept: Battle with a Sea Dragon," then gives you prompt of Yes/No. These are glaring errors that should be fixed. Are they game-breaking? Over course not, but it just goes to show how much work this title still needs.As for more subjective criticisms, some of the design decisions I found questionable. Many of the dungeons have unnecessarily large rooms and/or unnecessarily long hallways. Frequently I would find myself exploring a huge patch of nothing, then stumble upon a little nook or cranny and think to myself, "That would have been a great place to hide a chest." Additionally, the boss design seems to become less and less inspired as the game progresses. The Overlord of the Expanse and Commander Crow were fights with some interesting hooks, but once you get to the desert, things really start to go downhill. The Overlord of the Undercity, while part of a very interesting boss fight setup, can be beaten in less than a minute with a full clip and careful aim. When I came upon the Drake of Dread in the Aeviternal Tree, I thought it was a sub-boss, as it was remarkably easy to defeat with simple tank-and-spank, and it had no special presentation or other bells or whistles to make it feel like a proper boss. I was stunned when I killed it and the quest marked complete.The biggest letdown of all, however was the Skeleton King himself. The narrative does a respectable job in making you thirst for vengeance against the Skeleton King and desperate to awaken your wife from her cursed slumber. However, the actual fight with him was nearly as disappointing as your final confrontation with Lucien from Fable II. First you essentially replay the fight from the opening scene of the game, with waves of minions. Then the Skeleton King stands from his throne and brandishes his blade, and I\'m thinking, "Awww boy, here we go." But then what ensues made me feel like I was being punk\'d. The Skeleton King in insidiously easy to beat, and even after "fighting him the place he draws his power from," it\'s no different. You run up, hit him a bunch of times and then short dramatic dialogue with Evelyn, and credits. Honestly, Commander Crow was a more difficult boss to fight, if only because of his disappearing act.And speaking of Evelyn, she along with many other ladies in this game have no hair, which is odd considering when I looked back at my earliest videos of this game, they all had hair, including Evelyn, lying in her bed in the Sanctuary with her long, purple locks.There is so much wasted potential here. I was originally excited when I saw this "new" action RPG game (I was unaware of its Switch counterpart at the time), but it left me feeling rather deflated. The game would benefit greatly (aside from fixes for all the things I\'ve already mentioned) from some quality-of-life enhancements, like a consumable item that lets you teleport (would have been great for those times I was stuck in the scenery). Improvements to the map system would also be beneficial. I found all twenty vaults of the Skeleton King after a long period of searching, but it would be nice if the map would update with their locations when you locate/complete them, if not provide some sort of mechanic for tracking them down. Finally, the only other thing I can say is that I really wanted to like this game, but too much of the gameplay experience just hampered my enjoyment. I really hope they get on the ball and really overhaul this game, because it desperately needs attention.')] | [([1], 'At first glance, a simple puzzle, but in fact a very thoughtful and interesting game))))'), ([2], 'Its my lovely Dooooooooooge! Doge is a dog, is a coin, is a person, is a game, is a LEGEND! 10\\10 cuz DOGE! P.S. Flappy Bird go for a walk - DOGE THE KING NOW!'), ([3], 'surprised not bad physics. the levels are not very difficult, but sometimes they will make you tense'), ([4], "Elon Musk's dog tries to solve puzzles. Nice joke."), ([5], 'doge > btc'), ([6], 'hard game'), ([7], '-6 bucks'), ([8], 'FuNNy'), ([9], 'too expensive'), ([10], 'very simple game but hard')] | [([1], 'I really hope the developer continues improving this game because i see much potential for it.I suggest you release a map editor or tool so people can make their own heists and stuff and share it to everyone.Great game and looking foward to more levels.'), ([2], 'up down up down'), ([3], 'before you purchase this game just know the last update this game got was back in dec of 2019. i think the developer gave up on this game and will never be out of early access mode. dont get me wrong its a fun game but its also very buggy and i dont think these bugs will aver get fixed and i dont think we will see any new levels. hopefully im wrong but from the way things look the developer is no where to be seen.'), ([4], 'Game runs at about 2 fps on potato computer whenever i move. On my way back to the car the game started lagging so much and the guy shot me...Other than that, the game is good, but currently it is unplayable for meEdit: The devs are really helpful and actually responded :D'), ([5], 'A great game that is rough around the edges. If the developer keeps it up, we may have a great stealth game on our hands!'), ([6], 'Wait for the game to come out. As it stands its a barebones game, which is understandable, but not worth buying in Early Access, at least not yet. Weapons and AI detection are both SUPER messy, and considering those are two of the biggest aspects of this game it just doesnt work. Has potential but until then its not great.'), ([7], 'This game is very broken no matter how many updates, in fact it\'s hilariously bad.The AI is all knowing and can spot you through WALLS and DOORS as well as being overpowered in many ways.Including: More health than the player, seems to do more damage then the player can inflict, Aimbot like abilities added once alarmed knowing where you always are, and can detect you even if they are not looking at you from a distance.And that\'s just the AI.Some levels are impossible even though being labeled NORMAL, example:Neighborhood, if a civilian even faces you with no physical barrier the basically bulletproof police will come immediately with their Atomic shotguns making some of the house impossible to break into.After multiple updates it seem to get worse and worse, I\'m specifically talking about update 34, some of the listed things don\'t make sense,for example: "You can now pick up bodies" which you could always do until this update.Some levels are also too easy for their labeled name like mansion or the collector.Don\'t get me started on the aiming, it uses the zoom option for games where it zooms in but aiming a weapon with the zoom is not comfortable.Back to where I said aimbot, they can kill you from a mile away even when bhop strafing with a shotgun and can fire it faster than you can. So to people with some spare money to spend, you have been warned.'), ([8], 'Instead of adding more and more unfinished maps you could fix bugs and make the previous levels better. Seriously. The game is a good idea but it has many bugs and seems unfinished. Please do the important stuff first and then add maps. Also the new maps are not very interesting. They are kind of boring and you could have added much more details in them. Please fix the game because I really like the concept.'), ([9], "A bit buggy and laggy but really fun, I like the idea of someone's house to an entire neigborhood.Keep up the good work and remember to get rid of those pests of bugs and lags"), ([10], "Best first two hours of fun I've ever had in a long time. My heart was racing the whole time, never felt this paranoid and scared for my virtual life since Golden Eye 007 on the N64. The premise of the game is that you are a master(or in my case an ameteur) criminal that is supporting his/her survival/aspirations the only he/she knows how: By casing soft targets and robbing their owners blind there are a few ways and strategies to actualy pull off these risky endavours, some of them include the use of guns to neutralize threats such as security gaurds or concerned citizens, others rely on speed and cunning to swiftly snatch and run with your loot, or by careful planning and alot of patience, studying your environment and executing your plan flawlessly(after numerous attempts at trial and error to succeed in the first place ofcourse).I like the way you can actually progress from easy targets to missions that require more percision and planning. I got as far as the diamond heist before giving up to write this review.I highly reccomend this to anyone who's ever played stealth games, it's been a blast and though it's in alpha still it's still fun at this stage there were no major game-breaking bugs, most of them are ironed out actually though I must say that sometimes whenever I pick up the assault rifle the model for it disappears, but other than that little hiccup and a few pathing issues whenever a gaurd spots me by some stairs everything else seems to work fineIn terms of reccomendations and suggestions:-giving the gaurds more sound including footsteps and a voice would most likely make the game feel more alive-aside from giving gaurds voices and sound it would also be nice to have them glance through the glass panes from time to time such as the ones in the mansion-putting a meter that increases steadily as a gaurd becomes more aware of your prescence instead of having him spot you immediately would also be neat-It would also be a good idea to have them react to sounds including the dropping of glass bottles, platters aswell as sprinting-finally they need to react to opened doors and light aswell as ways to make it difficult to spot us with, again, lighting aswell as distance being factors of a potential spot.this game is still In alpha I'm excited as to what more will be added or what'll change, you can almost bet I'll accept the challenge.")] |

**Python Code**: [**[Python Code]**](https://drive.google.com/file/d/1VFxINqYqhWAw8HO-Y9C1qDt-08M2hW3y/view?usp=sharing)

import pandas as pd

import requests

import bs4

res= requests.get('https://store.steampowered.com/games/')

res

soup = bs4.BeautifulSoup(res.text,'lxml')

Top5\_game=[]

print("Top 5 Games which are New & Trending")

for i in soup.select('.tab\_item\_name',limit=5):

Top5\_game.append(i.text)

for j in Top5\_game:

print(f"🎮",j)

top\_url=[]

for i in range(5):

for div in soup.findAll('div', {'class': 'peeking\_carousel'},limit=1):

top\_1 = div.findAll('a')[i]

top\_url.append(top\_1)

Positive\_review=[]

developer=[]

summary=[]

publisher=[]

msr=[]

rsr=[]

rev\_each\_pg=[]

for url in top\_url:

res= requests.get(url.attrs['href'])

soup = bs4.BeautifulSoup(res.text,'lxml')

rev=[]

list\_per=[]

for dev in soup.find\_all('span', {'class':'nonresponsive\_hidden responsive\_reviewdesc'}):

list\_per.append(dev.text.strip().replace('%','').replace(',',''))

rev=list\_per[-1]

rev

ans=[int(i) for i in rev.split() if i.isdigit()]

str(ans)

p\_review=round((ans[0]\*ans[1])/100)

Positive\_review.append(p\_review)

dev\_list=[]

for devel in soup.find('div', {'id':'developers\_list'}).find\_all('a'):

dev\_list.append(devel.text)

developer.append(dev\_list)

summary=[]

devp=soup.find\_all('div', {'class':'dev\_row'},limit=2)

for j in devp:

summary.append(str(j.text).strip().replace('\n',''))

summary[1]=summary[1][summary[1].find(':')+1:]

publisher.append(summary[1])

msr\_i=[]

rsr\_i=[]

try:

data1 = soup.find('div',attrs={'class':'game\_area\_sys\_req\_leftCol'}).find('ul',attrs={'class':'bb\_ul'})

except:

pass

try:

data1 = soup.find('div',attrs={'class':'game\_area\_sys\_req\_full'}).find('ul',attrs={'class':'bb\_ul'})

except:

pass

msr\_i.append("-->MINIMUM SYSTEM REQUIREMENTS-->:")

for li in data1.find\_all("li"):

msr\_i.append(li.text)

try:

data1 = soup.find('div',attrs={'class':'game\_area\_sys\_req\_rightCol'}).find('ul',attrs={'class':'bb\_ul'})

rsr\_i.append("-->RECOMMENDED SYSTEM REQUIREMENTS-->:")

for li in data1.find\_all("li",limit=6):

rsr\_i.append(li.text)

except:

rsr\_i.append("-->RECOMMENDED SYSTEM REQUIREMENTS-->: Nothing is Recommended")

pass

msr.append(msr\_i)

rsr.append(rsr\_i)

Info = (url.attrs['href']).split('?')[0]

Id = Info.split('/')[-3]

review\_url=(f'https://steamcommunity.com/app/'+Id+'/reviews/?browsefilter=toprated&snr=1\_5\_100010\_')

res\_1= requests.get(review\_url)

soup = bs4.BeautifulSoup(res\_1.text,'lxml')

rev\_pg=[]

on\_rev=[]

for i in soup.find\_all('div',attrs={'class':'apphub\_CardTextContent'}):

on\_rev.append((i.text).strip())

on\_rev

for i,j in enumerate(on\_rev):

temp=j

rev=[i+1],temp[temp.rfind('\t')+1:]

rev\_pg.append(rev)

rev\_each\_pg.append(rev\_pg)

Each\_game=[]

index=['Game/ Description','Positive\_review','Developer','Publisher','Min System Requirement','Recomended system Requirement', '10 Reviews']

Each\_game.append(index)

for i in range(5):

game=[]

game.append(Top5\_game[i])

game.append(Positive\_review[i])

game.append(developer[i])

game.append(publisher[i])

game.append(msr[i])

game.append(rsr[i])

game.append(rev\_each\_pg[i])

Each\_game.append(game)

df\_game=pd.DataFrame(list(zip(Each\_game[1],Each\_game[2],Each\_game[3],Each\_game[4],Each\_game[5])),

columns =['Game 1', 'Game 2','Game 3','Game 4','Game 5'],index=Each\_game[0])

df\_game.columns = df\_game.iloc[0]

df\_game = df\_game[1:]

df\_game

**Screen-Shot of the Project:** [[Result]](https://drive.google.com/file/d/1ZZC7e488Ut2BiDUTTm3DyjaFyV7GndSS/view?usp=sharing)

 

