# *Stats Project 1: Team Nugget - Preliminary Planning*

Amanda, Ben, Viv

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## Part 1: Response Variable of Interest

Our response variable of interest will be video game sales.

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## Part 2: Categorical Explanatory Variable

Our categorical explanatory variable will be the different publishers of the video games.

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## Part 3: Two-sample Test Variables

### It's OK if those are the same as your answers to 1 and 2

Our two-sample test variables will be looking at the differences in sales between two genre types: sports and shooters. We choose these genres as they are most frequent and are very popular with similar gaming crowds ie. FIFA vs. COD essentially.

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## Part 4: Which of the tasks outlined in part (5) of "Presentation_Expectations.pdf" do you plan on performing? Describe it.

We will (c) construct a confidence interval for <u>population correlation between critic score and sales</u> using bootstrap.

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## Part 5: Work Distribution

For work distribution, we plan on working together collaboratively over voice call at least 4h a week and ramping up leading up to the presentation date. As a preliminary outline, Amanda will be working on parts 1 − 2, Ben on parts 3 − 4, Viv on part 5, and adjusting as needed.