

Final Project Documentations

Group: Yikai Hao, Du Xiang

- Who is your audience?
 - Our topic would focus on gaming data visualizations, our audience will not be limited to video gamers. Anyone who is interested in the game Cyberpunk 2077 would be the appropriate audience.
- What are your data sources?
 - Our data is from Steam <https://store.steampowered.com/stats/> about Cyberpunk 2077 user-activities. Another one is from google trend
 - <https://trends.google.com/trends/>. Reviews crawled from <https://www.metacritic.com/game/pc/cyberpunk-2077>.
- What are possible risks associated with this data visualization?
 - The reviews are picked from one source, so it may be slightly biased.
 - Our viz is meant for showing the game in a promoting point of view, this may offend the minority that aren't in favor of the game.
- What form are you likely going to take? (Presentation, Web Site, Dashboard, etc)
 - We would like to use Websites.
 - With different charts, we will provide users a more interactive experience. (timeline, barchart, linechart, word clouds, interactive video demos, map)
- What tools / tech are you thinking of using?
 - We plan to beautiful soup to crawl the comments
 - We will be using html highchart.js/zingchart.js to produce our plots.
- Finally: Propose a hypothesis of what you want to show
 - With our interactive data visualizations tools, we hope to give a naive gamer an overview of the game, both from a statistical standpoint and a gaming experience view.
 - We hypothesize that the viewers will be more likely to be intrigued by the game Cyberpunk 2077 and thus play the game.
- What you planned on doing?

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- We planned on making a website with what we have learned so far. We will be plotting a timeline with highcharts, mapchart with zingchart, word clouds, and some basic bar, line graphs for statistical visualization.
 - We will also be implementing an interactive view window for showing the demos of the game
 - Our purpose is to show how trending the game is, and how people's reviews reflect upon the game, and lastly, how recommended this game is.
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- How it changed over time
 - Our project changed tremendously over time. We were first planning on making a dashboard visualization about highly contributed synthetic biology terms in different topics over the past 8 years.
 - Now, we decided to make a visualization about the newest RPG video game--Cyberpunk 2077
 - Reason: the older idea was hard to implement, it requires high NLP processing skill which is not the main focus of our class. Also, the topic was too technical to focus on which is also very challenging for viewers to understand the content.
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- What tools/tech you used?
 - Javascript, css, html
 - Highchart, Zingchart, Online Wordcloud builders
 - Youtube for demo videos
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- Changes you would make with available time or skill mastery?
 - We would want to make the website more interactive.
 - Interactive map that corresponds to the city map of the game
 - Self uptodate user activity data that connects to steam server
 - More pleasant view of the website (better scrolling experience, quick menu tabs...)