1. **Name of the project and team members**
   a. Yifan Zhang
2. **What problem are you trying to solve?**
   a. Finding out game update package sizes and update content from the JX3 Official
   b. For the MMORPG game JX3, players often experience long update times after the weekly maintenance. The purpose of this project is to analyze historical maintenance updates to understand:
      i. What types of update content (e.g., events, maps, character balance, system changes) are associated with larger update package sizes?
      ii. Can update type be predicted using patch note text features (keywords) and historical data?
      iii. Do certain categories of content lead to consistently larger or smaller updates?
3. **How will you collect data and from where?**
   a. Package website: https://jx3.xoyo.com/patch/
   b. Announcement: https://jx3.xoyo.com/index/index.html#/announce
      i. Keywords may be useful for data scraping: e.g. November 24th 1.0.0.xxxx update xxxx
4. **What analysis will you do and what visualizations will you create?**
   a. The collected update records will be a dataset including version names, number of installation packages, and the total file size of each update. I'm thinking of figuring out if there's any trend in updating package sizes over time, and probably predict the next update's type (major or minor).
   b. To the questions:
      i. There are probably hundreds of update package since its a old game from 2019
      ii. Will scrape: Update date, version number, installation package sizes, download links, update size changes over time
   c. Final Goal: Predictive Modeling

        i. <u>Predict update type (major vs minor) using:</u>

       ii. <u>total file size</u>

     iii. <u>package count(average per year or per month?)</u>

     iv. <u>keyword frequencies from patch notes</u>

d. Approach:

        i. <u>Determine update categories using text & size</u>