



Boardgame Recommendations

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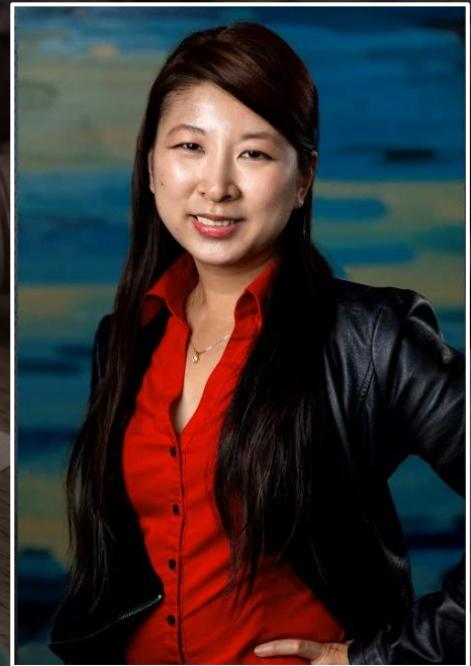
About Me

Data Scientist

Aerospace Engineer

Navy Nuclear Veteran

Nerd





Why Boardgames?

- Multiplayers
- 2-6 hours of gameplay
- Intricately designed boards, cards, pieces





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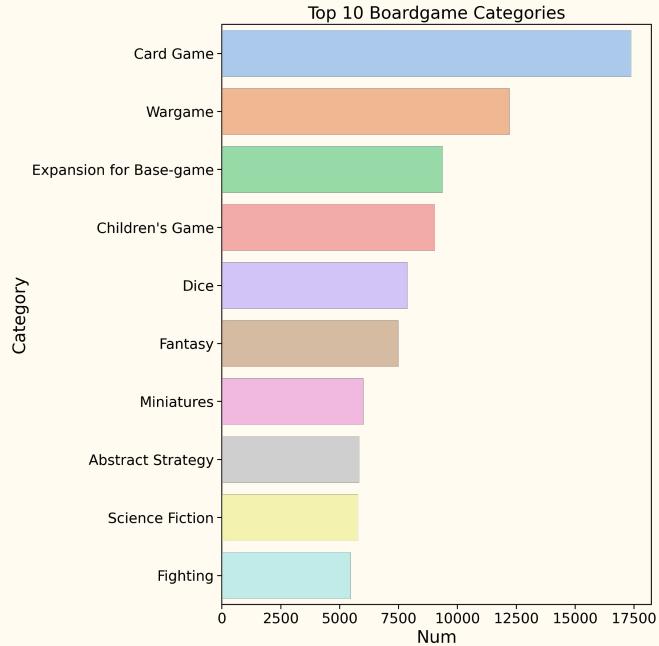
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Decisions, decisions.

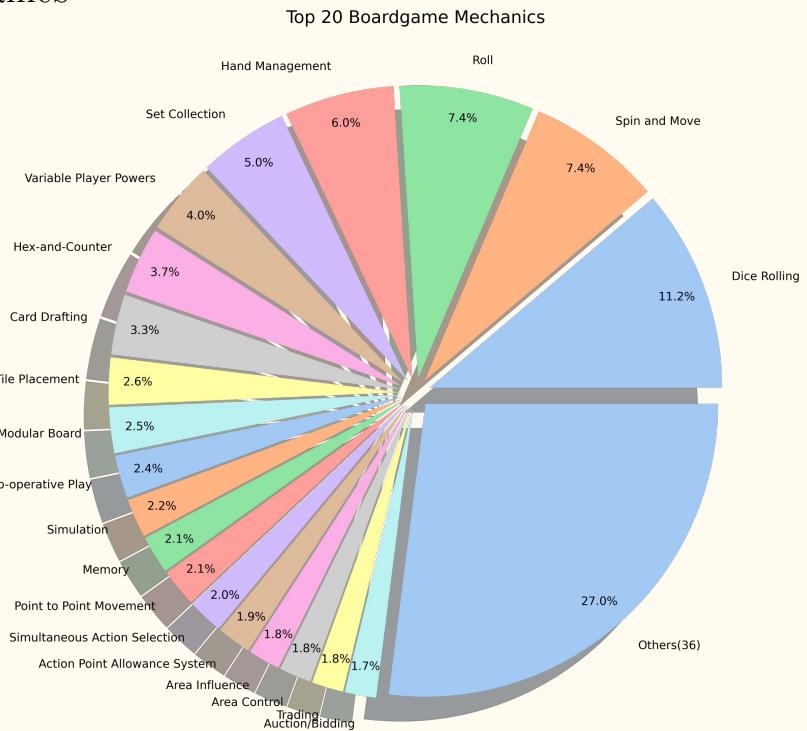
- >80,000 boardgames to choose from
- >80 Categories
- >8 months quarantine

The Data

Data from BoardGameGeek has over 80k games. Used 74,264 games for analysis and modeling.
Each boardgame can have more than one category and mechanics



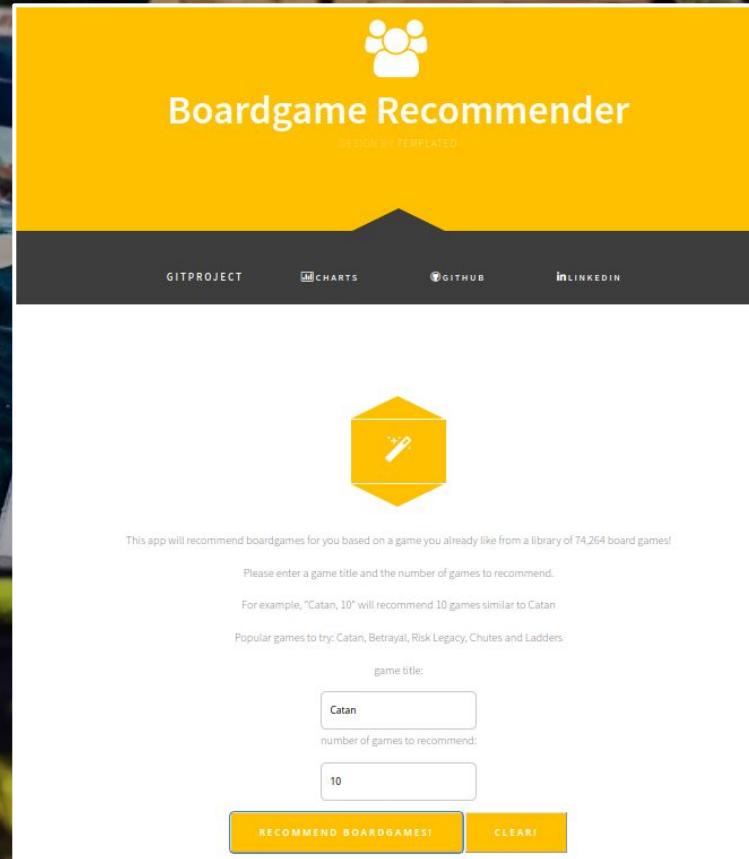
Total # of Categories: 91



Total # of Mechanics: 56

The Boardgame Recommender Web App

- . Website that takes one game and generates a number of recommendations
- . Returns Categories, Mechanics, and Description of recommended games
- . Results: Recommended games match in theme, play style, mechanics, or category.
 - based on how detailed game descriptions are



[RECOMMEND BOARDGAMES!](#)[CLEAR!](#)

The game you picked and its recommended games are:

NAME	CATEGORIES	MECHANICS	DESCRIPTION
Risk Legacy	Dice,Science Fiction,Wargame	Area Movement,Card Drafting,Dice Rolling,Player Elimination,Variable Player Powers	This description is spoiler free, containing nothing outside the initial rulebook for the game. Details on why this is important in the description.Risk Legacy represents what is if not a new, at least a rare concept to boardgaming: campaigning. At its core, the game, particularly at first, plays much like regular Risk with a few changes.
Fragile Agile	Card Game,Industry,Manufacturing	Deck,Pool Building	Two to four player deck builder about developing and testing software. With help from your pool of talented developers you seek to develop stories, forging them into the epic you aspire to construct. However, even the best developers make mistakes, and therefore bugs do occur. Building up your software development factory helps you keep your processes under control. Or you can just hope to get away with your low quality product and heap all the misery on to your unsuspecting customer. Every player starts with a draw deck containing money, developer and epic cards, from which you draw a hand. During your turn, you can use cards to recruit new developers, special programming or testing tools, fix bugs, outsource or build towards completing your epics. When you complete an epic, you can hand it over to another player.
Mesopotamia	Ancient,Civilization,Economic,Wargame	Area Movement,Dice Rolling,Trading	Crawl into the skin of a Mesopotamian ruler during the age of the great Hammurabi of Babylon. Relive how kings managed to secure their power and gain the respect of their tribes. The construction of temples and canals, agricultural development and military victories can all spread your fame and secure your rule. Make constant decisions on how best to govern your land:
Golden Mile	Children's Game	Betting/Wagering,Roll,Spin and Move	Strike it Rich on the Gold Fields of Australia and then chance your arm in any number of wagers on the Golden Mile. This game is all about finding Golden Nuggets to strike it rich and then taking on your fellow miners in any number of gambling games in the hope that their wealth will soon be your wealth!
Life & Death & An American Chainsaw	Expansion for Base-game	Campaign,Battle Card Driven	An expansion to Games Workshop's Chainsaw Warrior. This expansion was printed in the April 1987, vol.88 edition of Games Workshop's White Dwarf magazine. It adds the following 9 new items of equipment: Device - Temporal Disturbance Detector, Holographic Imagizer, Dum Dum Bullets Clothing - Chameleon Suit, X-O Skeleton Hand-to-Hand - Smash, Stun-NuxGun - Combat Shotgun Heavy Weapon - ReaperExpands Chainsaw Warrior

Questions?

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