1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
   1. Overall, Kickstarter projects that are created as theater/plays are the most popular type of project
   2. The most successful projects are created in the first half of the year.
   3. Projects that categorized as music/rock have the highest chance of success of exceeding their initial funding goal
2. What are some limitations of this dataset?
   1. Compared to 300,000 projects launch, this dataset of a little over 4,000 projects is a small sample size that could have a larger margin of error and have less accurate mean values
   2. Theater and plays are extreme values or outliers that could skew results of analysis if left in the sample.
3. What are some other possible tables and/or graphs that we could create?
   1. Table displaying count of outcomes by country
   2. Line graph showing average donation vs parent category
   3. A pie chart displaying the percentage of parent categories