What are three conclusions we can make about Kickstarter campaigns given the provided data?

1. Campaigns across all categories have declined since 2015.
2. Most campaigns are successful.
3. In more recent years, a greater percentage of campaigns failed.

What are some of the limitations of this dataset?

* There is no information on the finished products. i.e., did a product come to market?
* There is no information on the initial investment of the campaign creators and how that effects the outcome.

What are some other possible tables/graphs that we could create?

* Chart how the amount of the goal effected the probability of success. Did a higher/more ambitious goal have a linear effect on the probability of success?