**Heroes of Pymoli - Data Analysis Report**

The three observable Trends based on the analysis of Data are:

1. **Male players** engage in buying the optional products to enhance their gaming experience.[84.03% of players are male ]
2. **20-24 years age group** does the most purchases of optional products.[44.79% ]

**Above 40 years** is the least engaging in this activity.[2.08%]

1. **Final Critic** is the Item that is most purchased.
2. Frequency of the top purchaser is of **5 Counts.** [Lisosia93]