Analysis of Heroes of Pymoli

1. At a quick glance it appears that those labelling their gender as other or do not disclose their gender are more likely to spend more in games, with an average spending per person at $4.56. Males however have the lowest average spending per person at $4.07. It should be noted that other/non-disclosed only has a sample size of 15 players which prevents a proper analysis due to the small sample size.
2. The vast majority of spending in game comes from the 20-24 age bracket, more than doubling any other age bracket at 44.79%. this can be expanded out with over 75% of purchases coming from the 15-29 age bracket. This could be due to in those age brackets people start to make more money while not yet having many financial responsibilities.
3. When comparing

Further analysis:

It would be interesting to have player data to find out