Data Science Homework 4 – Heroes of Pymoli Observations

* Observable trends
  + Males account for a large majority of the gamer population with 84%
  + Gamer ages range from <10 to above 40, the largest group being gamers aged 20-24 with 44.79%
  + Females spend slightly more on average per purchase with $3.20 compared to $3.02 for males.