1. **Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?**
   1. Kick-starters started in May are more likely to be successful.
   2. There have been are more Kick-starters in the Theater category than any other, Plays make up 77% of this.
   3. All Kick-starters for video games have failed.
2. **What are some limitations of this dataset?**All the information we have is from 2017 and previous.  
   There may be missing information from other categories not in the data.
3. **What are some other possible tables and/or graphs that we could create?**  
     
   By Country and State, analyse whether the country impacts the probability of a Kickstarter being successful or not.   
   A Pie graph to show what percentage of kick-starters where in each country.