**The observable trends are as follows;**

* The Purchase count and Total purchase price of males are higher than females, which shows that males are the dominant gamers.
* The age group of 20-24 records a higher purchase count than other age groups with total purchase value of $981.64.
* Oath breaker, Last Hope of the Breaking Storm is the highest purchased game with a purchase count of 12 and total purchase value of $50.76.