From the data that was show I see that men make of most of the player base where males are 113.19%, females are at a 19.62%. I also see that this game isn’t pay to win because the number of unique items are 183 and the total revenue is $2,378.77 and compared to real games it just a water drop in the ocean. Age wasn’t a surprise to me I know that most players would be around 20-30. Because I play a lot of video games I know that as a male I do spend a lot of money on a game, and compared to my female friends they tell me that they almost never buy any add-ons or items in game.