1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?

* Teeter has a higher success and failure count than other projects in sample set
* Launched Project count is almost consistent trough out the year except on Dec
* Amination has had 0 success rate and are not recommended for investment

1. What are some limitations of this dataset?

* Difficult to determine success and failure based on provided input data as outcome can be attributed to number of other reasons that are not attributed to backer count
* Limited sample size to reach conclusion

1. What are some other possible tables and/or graphs that we could create?

* Success/Fail/cancel and live count by country
* Success/Fail/cancel and live count by staff pick
* Success/Fail/cancel and live count by project deadline
* outcome percentage by country