**Pandas Report**

Three Observable Trends based on the Data:

1. Based on the Data we collected for the age groups we can confirm that a large amount of the player base is between the ages of 15-24. With the largest being from 20-24 with almost 50% of the player base.
2. The same type of Data Frame was created to observe the gender percentages as well showing 84% of the player base is males. This heavily outweighs the percentage of players for Females which is only 14%
3. I did notice that a lot of the most popular items will also show up on the most profitable, given more people will purchase these. There was one item on the most profitable that was not on the most popular, “Singed Scalpel”. Showing that while this may not be everyone’s favorite is still making a considerable amount of money and may be perfectly priced to do so.