**Crowdfunding Conclusions**

The first conclusion we can pull from this data set is that crowdfunding is not a super successful way of raising money. 42% of the startups either failed or were cancelled.

A second conclusion is that a large chunk of the startups were for plays. Over 30% of the startups in this data set were raising money for plays.

Lastly, over 75% of the startups in this data set came from the US.

Some limitations of this data are that as stated above, the vast majority of the data is from the US, and some of the data should probably be filtered as some of the startups were closed either the same day it started or within a few days.

I am honestly not sure what other graphs we could have added to portray any more info from this data set.