##Background:

Over $2 billion has been raised using the massively successful crowdfunding service, Kickstarter, but not every project has found success. Of the more than 300,000 projects launched on Kickstarter, only a third have made it through the funding process with a positive outcome.

Getting funded on Kickstarter requires meeting or exceeding the project's initial goal, so many organizations spend months looking through past projects in an attempt to discover some trick for finding success.

1. ***Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?***
   1. Out of all the project types, Music and Plays are the most successful categories and sub categories to receive funding.
   2. Project launched in month of May has highest success rate.
   3. Project goal < 1000 has highest success rate.
2. ***What are some limitations of this dataset?***

Revenue projections are not listed for the project to gain additional insight on decision made to obtain funding successfully and duration spent on preparation for each project is not available to find how much effort were made for each projects to find success.

1. ***What are some other possible tables and/or graphs that we could create?***
   1. Average days taken to reach to a decision on project funding status