1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
   1. Majority of the projects are in the Theater category.
   2. All Projects in the film & video/animation category failed 100/100
   3. All projects in film & video/documentary projects were a success
   4. Status by sub-category
   5. Play has the maximin number of projects started (1066) out of which 2/3 are successful.
   6. 50% of the project launched are successful
   7. Around 386 new projects were created in the month of May which is the highest as compared to the rest of the year. The warmer temperatures of the summer had a positive effect of it.
   8. Least number of projects were created in the month of December. Could be because of the holiday season people are busy with friends and family.
   9. There are more number projects in the range of $1000 to $4999 and they are successful projects.
2. What are some limitations of this dataset?
   1. Data is more from US and does not cover other countries.
   2. Data does not tell why the projects were a successful, failure or canceled
3. What are some other possible tables and/or graphs that we could create?
   1. What projects category and sub- category had more backers\_count
   2. Average donation for each category and sub-category
   3. What category of projects were in spotlight.