Homework 4 - Pandas (Heroes of Pymoli)

Three observable trends from the data:

* From the age demographic data frame, we can see that the highest percentage of players are in the age group of 20-24. With this knowledge, we can look at which products were most popular amongst this age group and market those items more aggressively.
* The data frame outlining the most profitable items gives some insight as to which games are making the most money overall. Using this data, we could project that their sales will continue to be the best on the list and therefore purchase more inventory of that specific title.
* We can see that the average total purchase per person is higher than the average price for each age group. This implies that the same customers are buying a variety of different products. This could mean that other games that have less sales might see more sales in the near future because these multi-purchase users might be interested in different titles sooner.