**Conclusions**:

Written Report Presenting a cohesive written analysis that Draws three correct conclusions from the data for Pymoli.

Analyzed the data for most recent fantasy game ***Heroes of Pymoli***.

Like many others in its genre, the game is free-to-play, but players were encouraged to purchase optional items that enhance their playing experience.

A report was generated that breaks down the game's purchasing data into meaningful insights. After analyzing the data, these are some conclusions:

* A total of 780 purchases were made by 536 players. The company sold 179 unique items with an average price tag of $3.05 per item earning a total of $2,379.77
* 84.03% percent of the players were male which means that most players were male contributing to majority of sales earning $1,967.64 .
* 14.06% were Females and 1.91% from Other/Non-Disclosed gender
* Looking at the age demographics, it is evident that most popular age group that plays games is 20-24 with 44.79% of players. 15-19 and 25-29 are second and third, with 18.58% and 13% respectively.
  + People are most interested in games between the ages of 15 and 29 most of them playing games when they are aged between 20 and 24