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

**Background:**

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

Like many others in its genre, Heroes of Pymoli is free. But players were encouraged to purchase optional products that enhanced their playing experience.

**Conclusions**:

The report breaks down the company’s purchasing data into meaningful insights. The following conclusions were drawn based upon the given data:

* The company sold 179 unique items, each priced at $3.05 on average. 780 purchases were made by 536 players. Earnings from these purchases totaled $2,379.77.
* A majority of players - 84.03% - were male. They contributed a total of $1,967.64 in sales.
* Female players made up 14.06% of players, and the remaining 1.91% were of Other/Non-Disclosed gender.
* Upon analyzing the distribution of players by age group, it is evident that the game was most popular among those ages 20-24, who made up 44.79% of players. 18.57% and13% of players were among the age groups of 15-19 and 25-29 respectively.
  + Interest in gaming peaks among those aged 15-29, the greatest interest levels observed in those within the age range of 20-24 in particular.