Amanda Fitzpatrick

Heroes of Pymoli

3 observable trends from the data:

1. Males are overwhelmingly the majority of players with a 484 player count vs. the 81 female count.
2. 76.74% of the players of the game fall in the age range of 15-29 years old. This can be helpful for targeting a specific audience for marketing purposes.
3. 46.8% of revenue made came from the 20-24 year old age range and males made up 82.6% of revenue sales. These two groups describe the biggest contributors to revenue for the game.