Christopher Uranga

House of Pymoli Written Report

Based on the data and data frames created using Python Pandas, there are a few conclusions that can be drawn about the players of the game House of Pymoli.

1. Gender:

Most of the players identify as male making most of the revenue from the game coming from the male players. However, female players spend more on in-game items on average than males. Females make up about 14.1% of the total players but spend about 15.2% of the total amount spent on in-game items. Similarly, players who identify as other genders or did not disclose their gender, spend the most on average making up about 2.1% of total purchased while only making up 1.9% of the total players.

1. Age:

The majority of the revenue of House of Pymoli comes from players within the 20-24 age range, which is expected since 44.79% of players are in that same age-range. However, the 35-39 age range spends the most on average, which makes sense considering players of this age would be more likely to have the income to be able to make more purchases. Also, only 3 age-ranges made up more of the total revenue than how much of the total players. 0-10 range make up 3.24% of purchases compared to 2.95% of total players, 20-24 range makes up 46.81% of total purchases compared to 44.79% of total players, and 35-39 range makes up 6.21% of total purchases compared to 5.38% of total players. All other age ranges make up less percentage of the total purchases compared to the percentage of total players.

1. Items:

The Final Critic item is clearly the most profitable item in the game. Based on the data, it must be a necessary item to win the game because despite being among the most expensive items, it is the most purchased item and makes up the most revenue out of all the items. There are 76 items out of 179 total items with less than 5 purchases and none of the top 20 items have less than 5 purchases. If the team wanted to narrow down the number of available items, they would want to get rid of those 76 items to maximize the purchase value of each item.