Observations

* The first observation to note is at the very beginning of our analysis. When counting the number of cell rows, we find there are 780. However, there are only 576 players total. This is due to some players making multiple purchases. In order to figure out how many true unique players there are, we must instead count their unique screen names.
* Second, it can be seen that the majority of players are male (totaling 84%). This is not surprising, as the gaming industry is usually majority male. However, the amount of female players was greater than I thought it would be with a dataset of this size.
* Lastly, it is important to note the distribution of data based on age. Of the categories considered, the majority of players are between ages 22 and 29 with a total of 44%. Following that group, about 31% of players were aged 14-21, 18% of players were aged over 30, and only about 7% of players were aged under 14.