1. What are three conclusions we can make about Kickstarter campaigns given the provided data?
   1. Campaigns have more success rate towards the middle of the year given Plays have the most accumulation of funds
   2. Lesser the goal, higher the success rate
   3. Music has seen prolonged success compared to any category. But, since 2014 theatre has seen more successful campaigns.
   4. US has seen the most number of successful campaign during summer months, so weather does play an important role.
   5. Campaigns that have a duration of 30 days have over 90% success rate.
2. What are some of the limitations of this dataset?
   1. Additional data to determine more reasons for success vs failure is not available.
3. What are some other possible tables/graphs that we could create?
   1. Success/failure based on country/months to determine time frames of successful campaigns
   2. Longer vs shorter campaigns and success rate.