# Observable Trends in the Heroes of Pymoli Dataset

|  | **Total Count** | **Percentage of Players** |
| --- | --- | --- |
| **Male** | 484 | 84.03 |
| **Female** | 81 | 14.06 |
| **Other / Non-Disclosed** | 11 | 1.91 |

1. Male players are approximately six times more populous in Heroes of Pymoli than are female players.
2. Female players actually spend more per average purchase than male players do (around 6% more), but neither spends as much on average purchases than those players who do not disclose their gender or do not fall into male/female.

| **Gender** | **Purchase Count** | **Average Purchase Price** | **Total Purchase Value** | **Avg Total Purchase per Person** |
| --- | --- | --- | --- | --- |
| **Female** | 113 | $3.20 | $361.94 | $4.47 |
| **Male** | 652 | $3.02 | $1,967.64 | $4.07 |
| **Other / Non-Disclosed** | 15 | $3.35 | $50.19 | $4.56 |

1. The greatest age group of players is in the 20-24 year range, with the next closest range (15-19 years) being less than half as frequent.

|  |  |  |
| --- | --- | --- |
|  | **Percentage\_of\_Players** | **Total\_Count** |
| **<10** | 3.0% | 17 |
| **10-14** | 3.8% | 22 |
| **15-19** | 18.6% | 107 |
| **20-24** | 44.8% | 258 |
| **25-29** | 13.4% | 77 |
| **30-34** | 9.0% | 52 |
| **35-39** | 5.4% | 31 |
| **40+** | 2.1% | 12 |