Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?

1-The number of cancelled campaigns stayed constant during the entire year.

2-Succesful campaign had a strong beginning, they reached a peak, then funding slowed down.

3-Failed campaigns had a weak start and had a hard time bouncing back to desired levels.

What are some limitations of this dataset?

-Data reference with very limited factors and variables to consider.

What are some other possible tables and/or graphs that we could create?

-Average funding per backer versus state of campaigns.

-# of backers versus state of campaigns.