1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
   * Category Theater has the biggest successful projects (see 1. Category worksheet)
   * Category Technology has the most profitable projects in average (see 7. Profitability worksheet)
   * In 2015 most project was created, but the year 2016 was the best performance in term of financial results (see 6. Seasonality worksheet)
2. What are some limitations of this dataset?
   * Data for 2017 contain results for Q1 only thus they can not to be used directly on YoY analysis
   * There is no clear information about goal and pledged currencies and exchange rate thus the totals may be affected and the whole analysis
3. What are some other possible tables and/or graphs that we could create?
   * Please check worksheets: 6. Seasonality and 7. Profitability