Heroes of Pymoli:

Written description of three observable trends based on the data

1. Based on the data, the 20-24 age range spent the most money at $1,114.06. this makes sense considering they had the highest purchase count, 365 as well as the highest average total per person, $4.32. One can observe that total purchase amount increases with each bucket until hitting the 20-24 bin. After this, the total purchase value begin to decrease. This can be an observable trend that as people age to early adulthood, they spend more and more money and then start to decrease money spent on age, after 24.
2. Based on the data, males were 84.02% of the purchasers. As a result, any analysis could be heavily skewed based on the male gender.
3. The top two games based on purchase count and total purchase value, were the same. Final Critic had 13 purchases and a total purchase value of $59.99. Oathbreaker, Last Hope of the Breaking Storm has 12 purchase counts, and $50.76 in total purchase value. There were the top two games in popularity and profitability.