**Heroes Of Pymoli**

* Three observable trends based on the data

1. According my final report of Pymili, when I observed the Gender Demographic results, the majority players were male and they were more than 80 % of the player counts and they were 84.05% in total players, which states the majority players were male.

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

1. On the Age Demographics, almost 45% of the players were 20 -24 years old players and they are the highest number of players. This outcome was a surprisingly higher in this narrow age group.



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1. Age 15 – 29 were the players who rely more than 75%, (18.58 +44.79 +13.37 = 76.74>%) . [ 15-19 = 18.58%, 20-24 = 44.79%, 25-29 = 13.37%].

The young age group seems to be active and they were at the highest Average Purchase price and it means they are the top spenders and lastly the 40+ age group were the least amount of players, purchasers and the least spenders.