1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
   1. Most of successful Kickstarter campaigns are in the Theater category, while the highest success rate is in the music category. Lowest success rate is in journalism as in the last year, no campaigns in that category were successful, and all of them were cancelled.
   2. In terms of sub-categories, majority of successful campaigns come from theater plays. Also, most of failed campaigns come from the same sub-category
   3. Kickstarter campaigns that start in first and second quarters are more likely to be successful, than the ones that start in other start later, especially in summer.
2. What are some limitations of this dataset?
   1. The dataset may not indicate what makes a successful Kickstarter campaign. There are multiple factors that influenced the state of each campaign such as marketing.
3. What are some other possible tables and/or graphs that we could create?
   1. A graph that shows the average of donation per project and how it may affect the state of the Kickstarter campaign
   2. A graph of goal over the state of the Kickstarter campaign. It may show if the goals that were attainable made the campaigns more successful.