Player Count

* Total Number of Players

Purchasing Analysis (Total)

* Number of Unique Items
* Average Purchase Price
* Total Number of Purchases
* Total Revenue

Gender Demographics

* Percentage and Count of Male Players
* Percentage and Count of Female Players
* Percentage and Count of Other / Non-Disclosed

Purchasing Analysis (Gender)

* The below each broken by gender
  + Purchase Count
  + Average Purchase Price
  + Total Purchase Value
  + Average Purchase Total per Person by Gender

Age Demographics

* The below each broken into bins of 4 years (i.e. <10, 10-14, 15-19, etc.)
  + Purchase Count
  + Average Purchase Price
  + Total Purchase Value
  + Average Purchase Total per Person by Age Group

Top Spenders

* Identify the the top 5 spenders in the game by total purchase value, then list (in a table):
  + SN
  + Purchase Count
  + Average Purchase Price
  + Total Purchase Value

Most Popular Items

* Identify the 5 most popular items by purchase count, then list (in a table):
  + Item ID
  + Item Name
  + Purchase Count
  + Item Price
  + Total Purchase Value

Most Profitable Items

* Identify the 5 most profitable items by total purchase value, then list (in a table):
  + Item ID
  + Item Name
  + Purchase Count
  + Item Price
  + Total Purchase Value

As final considerations:

* You must use the Pandas Library and the Jupyter Notebook.
* You must submit a link to your Github/Git Lab repo that contains your Jupyter Notebook.
* You must include a written description of three observable trends based on the data.
* See [Example Solution](https://wonderful-data-c75b08.netlify.app/04-pandas/challenges/challenge/HeroesOfPymoli/HeroesOfPymoli_starter.ipynb) for a reference on expected format.