1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
   * The majority successful of kick starter campaigns are plays
   * Kickstarter within the food category in all countries are more likely to fail
   * A Kickstarter campaign is not more likely to succeed if launched within a particular month
2. What are some limitations of this dataset?
   * Currency is not converted so average donation may not tell us anything
   * No insight into the creator or the number of attempts to receive funding. Kickstarter has a an all or nothing policy so if a creator sets a goal to high they may attempt again with a smaller goal.
   * Categories are defined by the creator so can be inconsistent
3. What are some other possible tables and/or graphs that we could create?
   * Average time between launch and end date and the kick starter’s status
   * Average donation and kick starter’s status
   * Number of backers by project status
   * Success by country and year
   * Median goal and Kickstarter status