# Three Observable trends for Heroes of PyMoli:

1. The most obvious trend we could observe is that the male gender dominates the gaming domain. The gaming consumers-base is comprised of approximately 85% of male players, 14% of female players and 1 % of gender categorized as ‘Other / Non-Disclosed’. It is also evident from our exercise that the average expense is the most among ‘Other / Non-Disclosed’ when compared to the Male and Female genders
2. The not-so obvious observation in the age categories that were formed by us is that the majority of the players fall to limits between 20 and 24 years though the average expense is the maximum for the age category with limits of upper boundary of 39 years and lower boundary of 35 years. And the age category of 25-29 spend the least on games on an average.
3. It seems from our analysis that the trending data as per the data is ‘Oathbreaker, Last Hope of the Breaking Storm’. Among the players listed, 12 of the players have spent close to $50.00 on this game with unit price being approximately $4.20.