**Pandas homework - 3 observable trends**

1. Males are highly more likely to be playing the video game Heroes of Pymoli, as within the purchase data, ~84% of players were males. This naturally leads to most in-game purchases being from male players. However, the average price of extras purchased by males, females, and players of non-disclosed genders is very similar, so it is not that males purchase more expensive items than females or non-disclosed genders.
2. Players between the ages of 20 to 24 are by far the most likely to make in-game purchases, with the largest total by far, as well as the largest number of purchases. As the age of the players neared the older or younger extremities, numbers of purchases tended to be less.
3. In most cases, the most popular items were also the most profitable for the game. This is most likely due to the fact that those items were bought the most, thereby generating the greatest amount of income for the producers of the game.