Three observable trends based on the data

1)The majority of players in the game are male with 84.03% and female players only make 14.06% of the players.

2)Male players purchase the highest number of optional items which make up the total purchase value of $1,967.64.

3)The majority of players are within the age of 20-24, the second is 15-19 and people under 10 and above 40 years of age play the least. The data also shows that the purchase of optional items matches the data of the age group, with the highest percentage of players purchasing the highest number of optional items.

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