**Noticeable Trends in HeroesOfPymoli Homework**

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In this exercise, we can observe three trends with the data given. The first trend that was noticeable was gender, the second was age, and the third was the maximum amount each individual paid.

Looking at gender first, we see that the men make up most of the player count in this game. With this information we can determine that either the advertising is mostly directed to males or that the content of the game itself is more appealing to men. These could cause the disparity between the amount of male vs. female players.

When looking at the data, with a focus on age, we can determine that the peak age demographic for this game is between the ages of 20-24. Though there is a rise with ages 15-19 and a more extreme dip in the number of players between the ages of 25-29. These age demographics also spent more than the rest but not significantly much more.

Finally, the amount that the top spenders that played this game was close to the average amount that each individual payed for items in the game. They did tend to spend towards the upper range of the most popular items. Maybe the more expensive items are wanted by people who play the game more.

In conclusion, we can determine that males between the ages of 20-24 are typically the most to spend on items in the game and the are more likely to spend more on particular items.