# Heroes of Pymoli – Observable Trends in the Data

* Observation 1: Male gamers dominate this gaming data set; taking up nearly 85% of the total gender count and spent ~5x more on games than females.
* Observation 2: Gamers under 10 years of age, and above 40, combine for roughly 5% of the total. The largest age band is 20-24 taking up roughly 45% and seeing a 2.5x increase from the preceding age band of 15-19.
* Observation 3: Once a gamer hits 25, their total purchases and overall playing decreases significantly, then eventually once they hit 40yo they drop off from playing almost entirely.

## Github: <https://github.com/nbolt1989/pandas_challenge>

## Result Tables from Jupyter Notebook:

Challenge 1:

A picture containing bird

Description automatically generated

Challenge 2:

A screenshot of a cell phone

Description automatically generated

Challenge 3:

A screenshot of a cell phone

Description automatically generated

## Result Tables from Jupyter Notebook cont.:

Challenge 4:

A screenshot of a cell phone

Description automatically generated

Challenge 5:

A screenshot of a cell phone

Description automatically generated

Challenge 6:

A screenshot of a cell phone

Description automatically generated

## Result Tables from Jupyter Notebook cont.:

Challenge 7:

A screenshot of a cell phone

Description automatically generated

Challenge 8:

A screenshot of a cell phone

Description automatically generated

Challenge 9:

A screenshot of a cell phone

Description automatically generated