1. There was a majority of male players making up 84% of the total player and 82.6% of total revenue.
2. The video game was most popular among player from ages 20 to 24 with a 63.4% of player in that group.
3. The most popular and profitable item was Oathbreaker, Last Hope of the Breaking Storm with a purchase count of 12 and total profit of $50.76.