

Inferences :

1. The genres which are most significant are :

- i Games
- ii Strategy
- iii Entertainment
- iv Puzzle

2. The genres which have the most highest user rating are (4\* and above with atleast 1000 reviews):

- i Games
- ii Strategy
- iii Entertainment
- iv Action

3. The ratio of postive reviews for apps which were free is 0.8985

The ratio of positive reviews for apps which were paid is 0.8810

We can conclude that free apps received more positive reviews.

Therefore, it can be concluded that inorder to get a good rating which lasts longer , one needs to create a game in **Games->Strategy->Entertainment->Action** category which is **free** to play and has a size between **100-200 MB** .