1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
2. On average, music category projects are more successful compared to other category.
3. All animation sub-category projects failed.
4. All hardware project were successful.
5. What are some limitations of this dataset?
   1. This is sample data of 4,000 past projects, we may not able to uncover all hidden trends with sample data unless we run analytics on full dataset.
6. What are some other possible tables and/or graphs that we could create?
   1. Additional graphs and table can be built with staff\_pick vs spotlight data.