HW: Pandas

Heroes of Pymoli

Written description of at least two observable trends based on the data.

1. The first major trend I noticed was that even though there is a large disparity between the number of female, male, and other players, on average, their total purchase was very similar. This data indicates that regardless of gender, the gaming company is able to sell to all players. The gaming company has done a good job marketing its products.
2. The second trend I noticed is that the data shows that almost 45% of players fall in the 20-24 year old age range. The gaming company can run surveys, spend funds, improve technology, and make relevant gaming content to increase the number of players in the other age ranges.