**Conclusion from the data for Pymoli**

1. The first conclusion for the data is that through the genders views Male are more likely to buy the game items than other gender category. Also most of the players are male.
2. Another conclusion is that players between the age range from 20-24 are more likely to love this game and buy items on regular basis, spend more money on buying the game items and the game is popular for this age range.
3. One more conclusion can be drawn for the data is that Final Critic is the most popular Item between the players out in world playing the game, and also the game developer are making the most profit for the same item been purchase by different players, over time.