Pandas Homework Report: Video Game

1. **What are three conclusions we can make given the provided data?**
   1. At a macro-level 84% of all Heros of Pymoli are male.
   2. Roughly 44% of the age demographic of players resides in the 20-24 year-old age group.
   3. The most popular and best-selling video games are Oathbreaker and Nirvana. As a business analyst advisor to the company it would make sense to analyze ways to capitalize on their popularity through R&D.