1. What are three conclusions we can make about Kickstarter campaigns given the provided data?
2. What are some of the limitations of this dataset?
3. What are some other possible tables/graphs that we could create?
4. Conclusions

* There is a high correlation if percent funded > 0.00% with a successful state.
* Campaigns are typically successful overall categories.
* 2017 had a lower success rate compared to other years.

2) There is not a lot of substantial financial data other that backers\_count and pledge. If we had more financial data we could understand how each category was doing financially given the country they where in, state, etc.

3) Other tables and graphs we could create could be based of the countries and whether or not they failed. What may be helpful is running a regression on Country and State (assigning a numeric value to each Country allowing a regression to be run). This would tell us if the Country and State are correlated at all and would allow for more successful campaigns in the future.