You must include a written description of three observable trends based on the data.

1. Percentage of Male players are higher than other genders (84.03%) and maximum percentage of players are 20-24 year old
2. Although Total purchase value generated by male($1,967.64) is more than female($361.94). One average for female Avg Total Purchase per Person is higher than male
3. Item Oathbreaker, Last Hope of the Breaking Storm is most popular as well as most profitable item.