1. What are three conclusions we can make about Kickstarter campaigns given the provided data?
   * The Theater category has the most kickstarter campaigns out of the 4,114 projects included in the data set.
   * Plays makes up the largest subcategory out of the 4,114 projects included in the data set.
   * Out of the 4,114 projects included in the data set, the month of May had the most successful projects between 2009-2017.
2. What are some of the limitations of this dataset?
   * This is only a small dataset of 4K projects.
   * It assumes an average donation amount when the entire project could have been primarily funded by one donor.
   * Correlations could be made between success and category, without fully understanding what’s driving those projects to hit their goal.
3. What are some other possible tables/graphs that we could create?
   * Success rate by days live (from launch to deadline).
   * Success rate by category and subcategory.
   * Success rate by year.