1. Given the provided data, what are three conclusions we can draw about Kickstart campaigns?
   * 1. Spring time is the best time for Kickstart campaigns, it has the highest successful and lowest failed campaigns.
     2. Music category has the highest successful percentage of any other parent category.
     3. Plays subcategory had the highest Kickstarter campaigns.
2. What are some limitations of this dataset?
   1. A couple limitations of this dataset is knowing the backstory of each Kickstarter campaign. Understanding the definitions of the columns. We did not get information on what staff picks includes and what spotlight means. Another limitation of the dataset is that it limited on the data collected. There are more then 4000 Kickstarter campaigns.
3. What are some other possible tables and/or graphs that we could create?
   * 1. You can look at staff picks against state of success.
     2. Number of backers vs. the state of success.
     3. Spotlight vs. Backer Counts.