Heroes of Pymoli

I was looking forward to this Pandas homework option because I enjoy playing online games myself and thought it would be an interesting project to work on. Unfortunately, I ran into some problems with some of the tasks and was unable to finish all of them to my satisfaction.

Therefore, I cannot obtain all the information from the tasks that would allow me to locate trends along the way. I also am running low on time to create a nicely completed report in the Jupyter Notebook, so I am trying my best by providing information in this Microsoft Word format.

What I was able to ascertain was the following:

There were:

* 576 unique players in the game
* 179 unique items in the game
* Average purchase price in the game was $3.05
* 484 unique male character players, which made up 84.0% of the number of players
* 81 female character players, which made up 14.1% of the number of players
* 11 players chose not to disclose their gender, which accounted for 1.91% of players
* Male characters accounted for 652 purchases and their average purchase price was $1.35
* The total purchase value by males was $144.00
* I provided a dataframe table showing individual purchases made by unique male players
* Female characters accounted for 113 purchases, but spent slightly more on their average purchases at $1.40
* Females spent in total $79.00
* I also provided a dataframe table showing individual purchases made by unique female players
* Those who chose not to disclose their gender accounted for 12 purchases, and a dataframe table was provided showing their individual purchases.
* On average, they spent $3.07 per purchase

Based on this information, our game is very male dominated at 84% of the players. This will automatically make them the total higher spenders within the game, even though they tend to spend less per purchase than females or non-disclosed players do.

This trend indicates that it might be a smart idea to create and advertise items that appeal to female and non-disclosed gender players, since they appear to be willing to spend more money on average purchases.

There were ten groups of ages among players ranging from 7 to 45 in age. Beyond that, I wasn’t able to discern any of the various attributes requested from the various age groups, but I am certain there is some interesting trends there as well. An assumption of this would be that older players have more money to spend in the game than younger players do. Unfortunately, my tables were presenting with so many NaN quantities in them, that I wasn’t able to read anything that made sense to me.

I made a table of top spenders, most popular items, and most profitable items, but most of the information I had to add manually, rather than using some of the code we have been learning. This was really a challenging exercise for me. I learned a lot in the process, but I hope I can do better on future projects.