What are three conclusions we can make about Kickstarter campaigns given the provided data?

* Projects that have a higher goal have a much higher chance of failure than projects that have a lower overall goal.
* Projects that have a higher goal have a higher chance of being canceled than projects that have a lower goal.
* The most successful projects are the one with a low project goal

What are some of the limitations of this dataset?

* The data set doesn’t include the number people working on each project.
* The data set doesn’t include the origin of the project

What are some other possible tables/graphs that we could create?

* We could utilize a scatter chart to help show where a majority of the projects lie in terms of success, failed and canceled to see if we can map out any trends.