1. What are three conclusions we can make about Kickstarter campaigns given the provided data?
   1. The higher the goal amount, the success rate of getting the goal is less
   2. While theater projects is the most common project type, music has the highest success rate of reaching their goal.
   3. When a project is launched does not seem to matter much as the overall success rate average is 53%. But there seems to be a slightly higher success (58%) rate during the quarter right after taxes.
2. What are some of the limitations of this dataset?
   1. This is only a partial sampling of all the projects that are in Kickstarter.
   2. Outliers were not taken into consideration and considered equally as part of the dataset.
   3. Successful vs Live is not clearly defined. Is a Live project considered a Successful project?
   4. We also don’t know how many canceled or failed were resubmitted and became successful.
3. What are some other possible tables/graphs that we could create?
   1. A predictive line chart to predict the success rate of projects based on their project type and month it was kicked off.