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

Funding a project is not that easy and even if a project is funded that does not necessarily mean it will become successful.

A large percentage of projects are not successful.

Plays are by far the leader in successful projects on KickStarter

What are some of the limitations of this dataset?

It does not show why projects fail or succeed,

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

We could look at the Pledged amount vs the Date ended and filter by State