The Task for heroes of pymolistart was an interesting project. Based on the information 1163 active players but the number of player that actually made a purchase was 576. The Number of players that made the purchase is almost half of the active players. Which makes me believe that the more than half of the players that didn’t subscribe to the advanced gaming enjoyed the free game or maybe they couldn’t afford to pay.

* According to Gender Demographics, I noticed that the percent of the male players is 84% and the females is 14%. That is a very big gap. I guess we can come to a conclusion that the males find the game more interesting than the females.
* According to the Age demographics it shows that 44.49% of the gamers are between the ages of 20-24 while the next higher age demographics was between the ages of 15-19 with a 18.58% of players. The lowest age demographics was 40 and upwards with a 2.08% of players. The data shows that the older population showed less interest in purchasing the advanced game.
* According to the data I got, 365 purchases was made by the players between the ages of 20-24 with a total purchase value of $114.06.

In conclusion, the year of the data was not given to us, maybe that would have gave us more insight into the data.