

Off the coast of Madagascar, the ship Poseidon was carrying 1000 adults from around the world. Unfortunately, a storm capsized the ship. Fortunately, everyone made it to a nearby island. That island turned out to be an old pirate stronghold: Treasure Island!

Located throughout the island is buried treasure of gold doubloons and precious jewels. It has taken a week, but help has finally arrived; but not before the passengers discovered bits of treasure. We have the following data on each person: age (measured in years), sex (0=female, 1=male), cob (continent of birth: 1 = North America, 2=Asia, 3= South America, 4=Europe, 5= Africa, 6=Australia), height (measured in inches), vg (video game experience: measured in years), ma (martial arts experience: measured in years), greed (measured as an average from several items which can range from 1-10), ak (archeology knowledge: based on a test from 0 to 100), and treasure (measured in dollars).

You have been tasked with analyzing these data. Unfortunately, the keeper of the data is somewhat of a stingy SOB, so he has decided to only give you 80% of the original data. Use the available data to make inferences about the entire population of shipwreck passengers. Address each one of the points below.

1. Explore the data. Did you find anything that your audience needs to know?
2. In terms of the relationship between the variables, how would you characterize the relationships, linear, curvilinear, non-existent, etc.
3. The main outcome you are interested in is the acquisition of treasure. You are interested in making inferences about characteristics that predict treasure acquisition.
   1. Therefore, build the best model you can predicting treasure.
   2. Consider effect sizes and estimates of uncertainty on any parameter estimates.
   3. Create at least one plot that relates to your final model.
   4. Justify why you think this is the best model.
4. Make sure you can clearly explain all your results

Use any resources you wish. Feel free to consult the internet and any books or notes. Also, feel free to use any previous code/syntax that you previously developed.