## df <- "datafest"

members <- c("Jocelyn Leison", "Leonard Zhang", "Tracy Charles", "Andrew Chen", "Zoey Meng")

## Approach



## Research Question:

What does the time spent in the game reveal about each age group and general game playability?

Variables Explored:
$\bigcirc$ age groups
○ proportion completed
$\bigcirc$ time spent on each story

## Analysis



Proportion Complete on Average



○ correlation between older age groups and spending less time on the game

O youngest age group completed the least amount of the game

O more time was spent as the story progressed

