main = 

Elm City Stories Analysis

df <- "datafest"

members <- c("Jocelyn Leison", "Leonard Zhang", "Tracy Charles", "Andrew Chen", "Zoey Meng")
Research Question:
What does the time spent in the game reveal about each age group and general game playability?

Variables Explored:
- age groups
- proportion completed
- time spent on each story
Analysis

- correlation between older age groups and spending less time on the game
- youngest age group completed the least amount of the game
- more time was spent as the story progressed