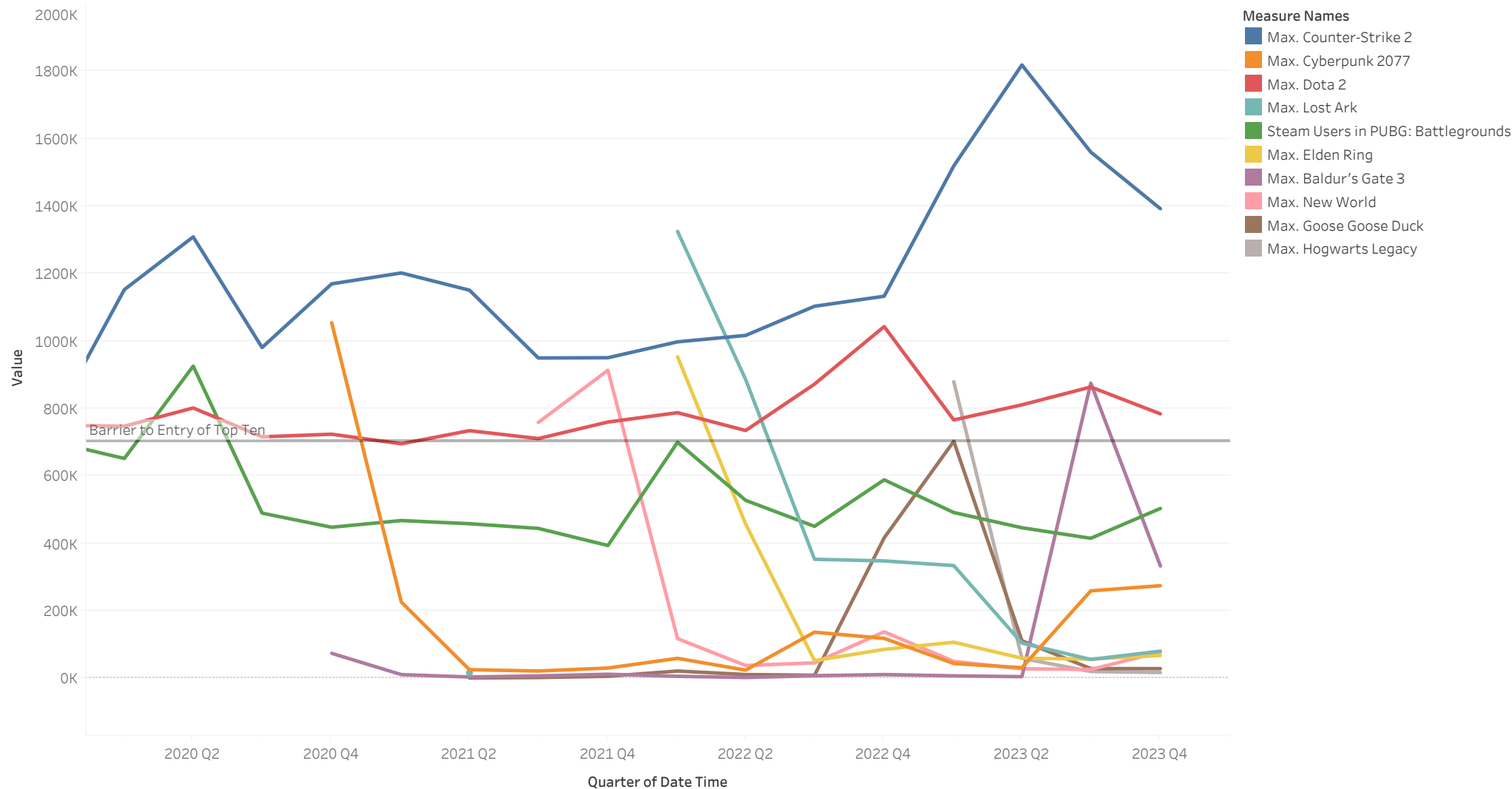# Top Ten Concurrent 2020-2023

Here we are retrieving the Time broken down by Quarter from early 2020 to late 2023. I narrowed the time frame to show the results I wanted to highlight in the pdf copy better. I added the top ten games to the line graph and noticed five games achieved their peak quite early in their life cycle — 4 games within the first quarter of release and 1 game within two Quarters of release. Unsurprisingly 3 of the five games are "single-player focused" while the other two are MMOs which I found very surprising. I also included a reference line I called Barrier to Entry Top Ten, which shows the number that must be exceeded to become a top ten contender.