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GBDA301/ Kevin Harrigan   Deliverable #3 - Pacman Game Findings

By conducting and analyzing user tests, we were able to figure out our game's strong points as well as its shortcomings. Breaking down the user analytics, we noticed that the testers felt that the game had a good overall flow and immersion to it – which means that the game runs smoothly and the interactions between the game and the users were fairly positive. On the other side, the testers collectively felt little amounts of tension when playing the game. Users also felt as if the game was somewhat overall challenging for them to complete successfully. A good way to see a success is when the negative feedback is the lowest average number submitted by testers.