



Highlights

U-Pick Game Analytics

Project 4

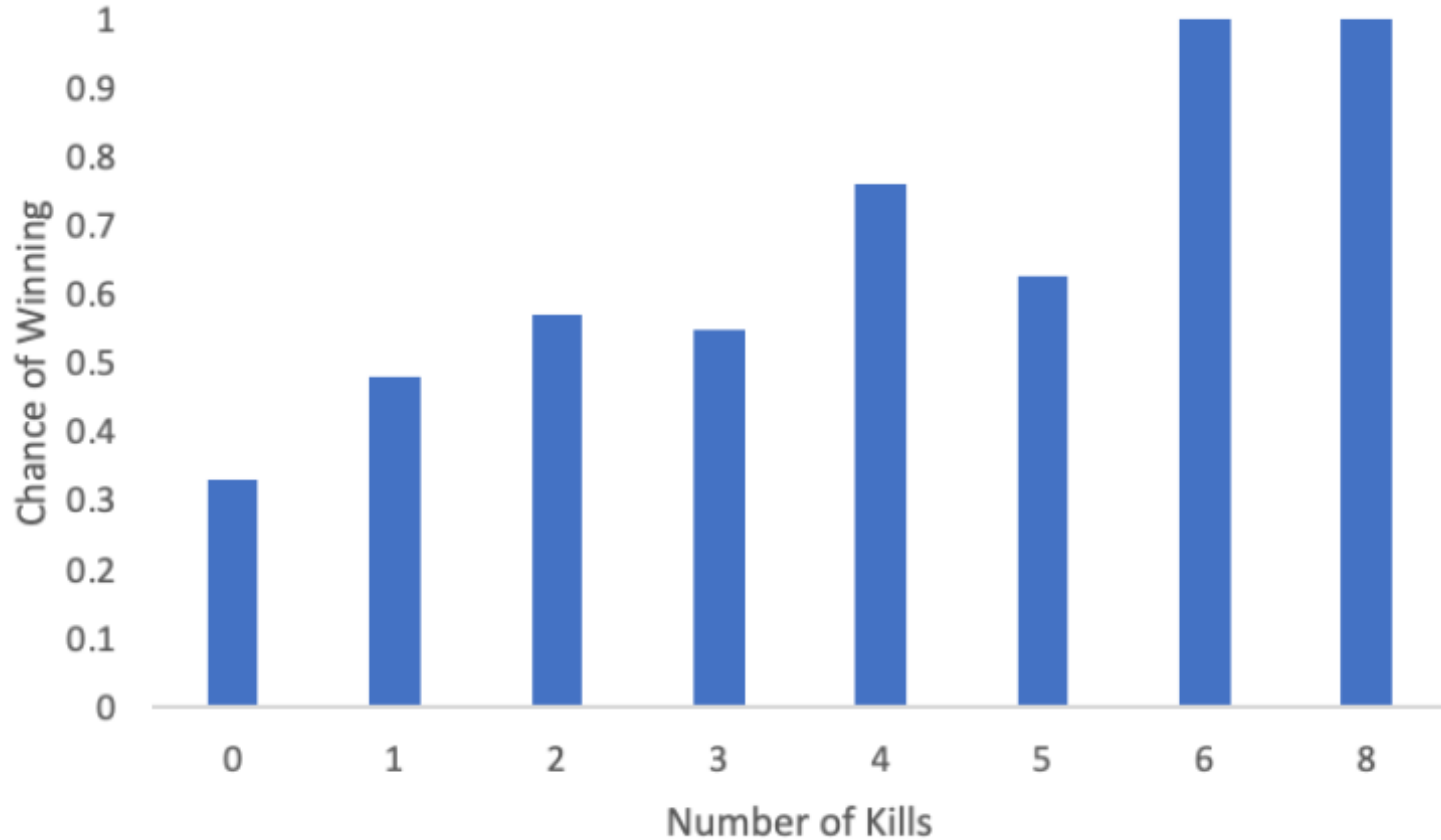
IMGD 2905

<http://web.cs.wpi.edu/~imgd2905/d23/projects/proj4/index.html>

The Killer Among Us



Among Us – Abigail Albuquerque

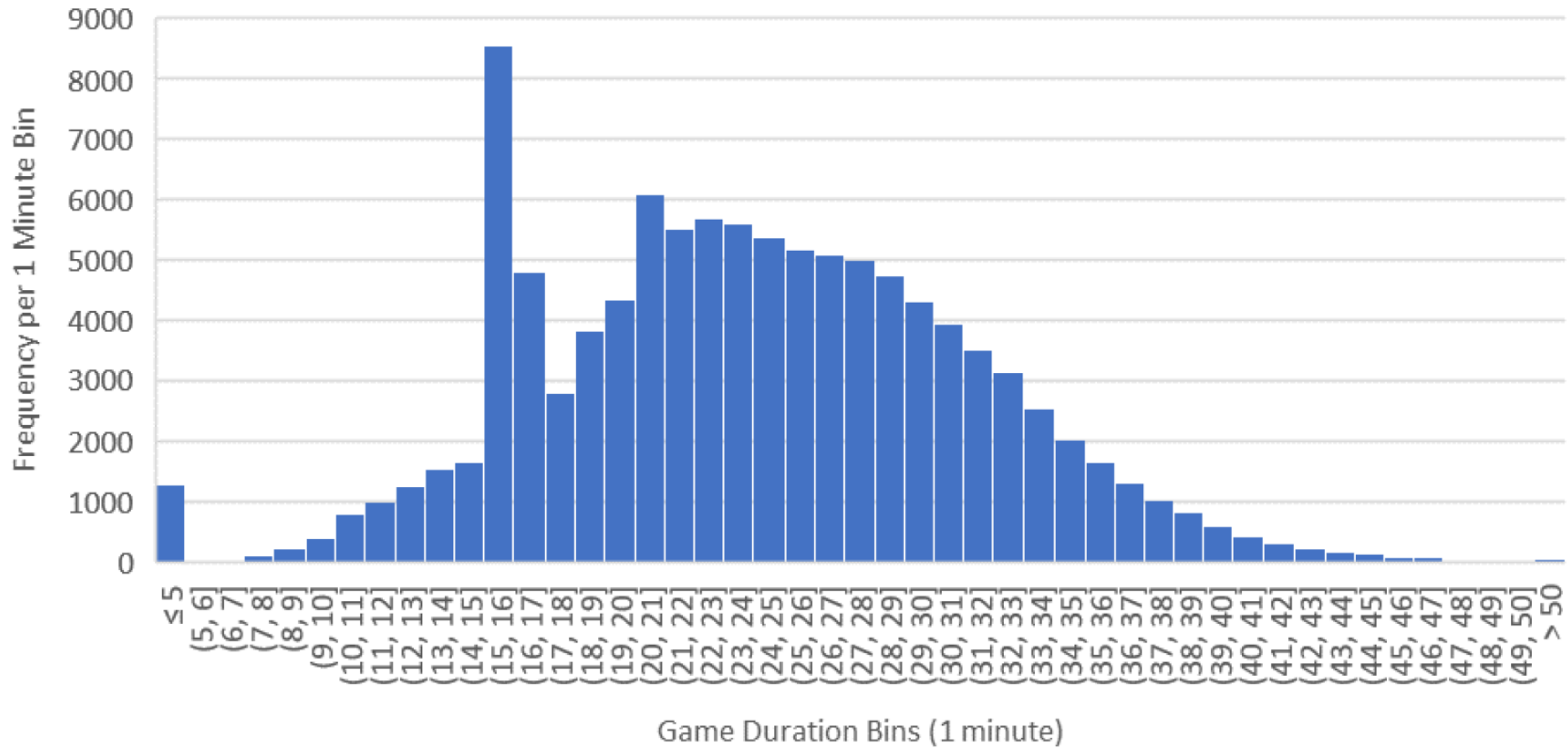


Column chart of win percentage
for different numbers of kills

Surrender at 15?



League of Legends – By Andrew Hariyanto

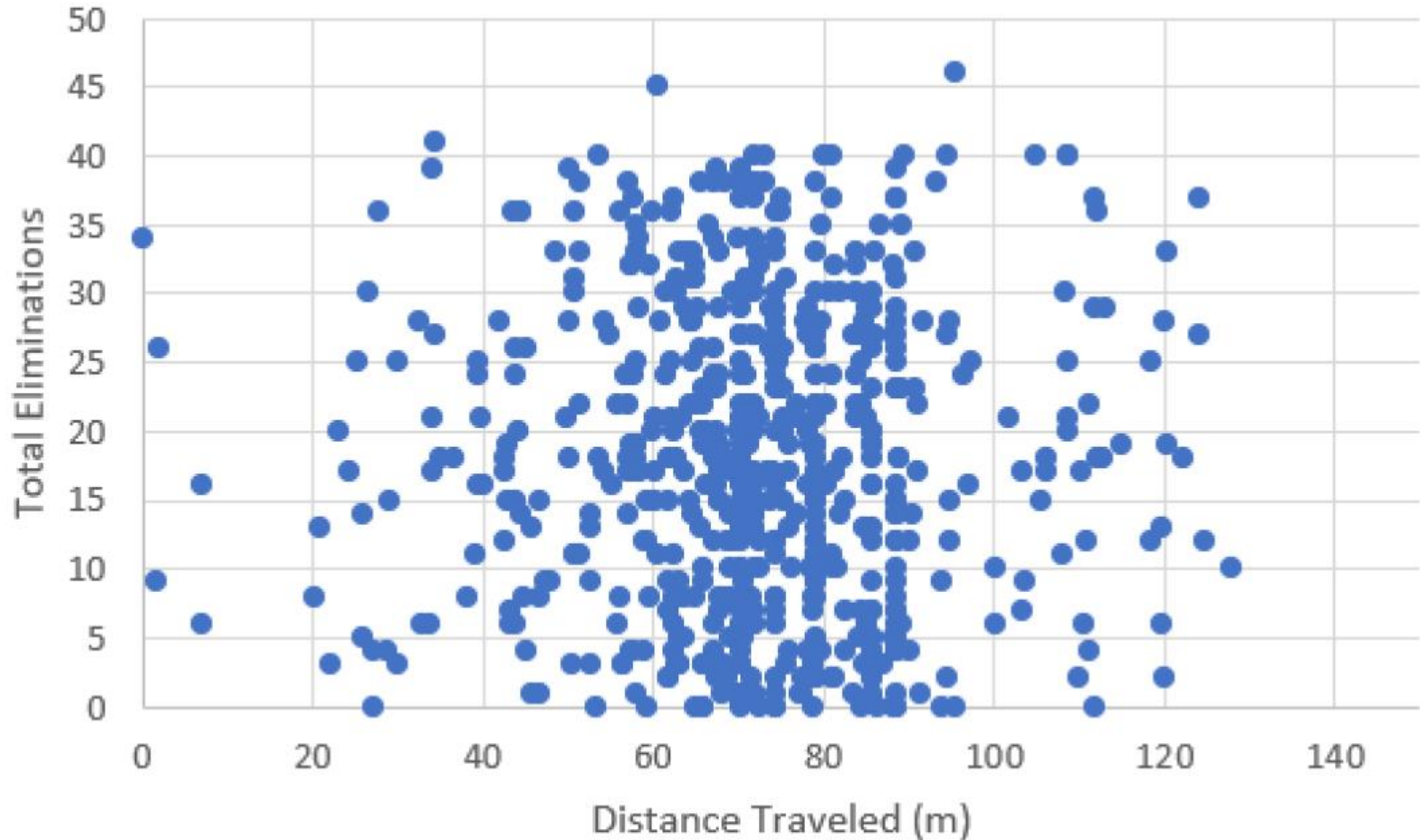


Histogram of game duration

Eliminations vs. Traveled



Overwatch – By Caleb Powell

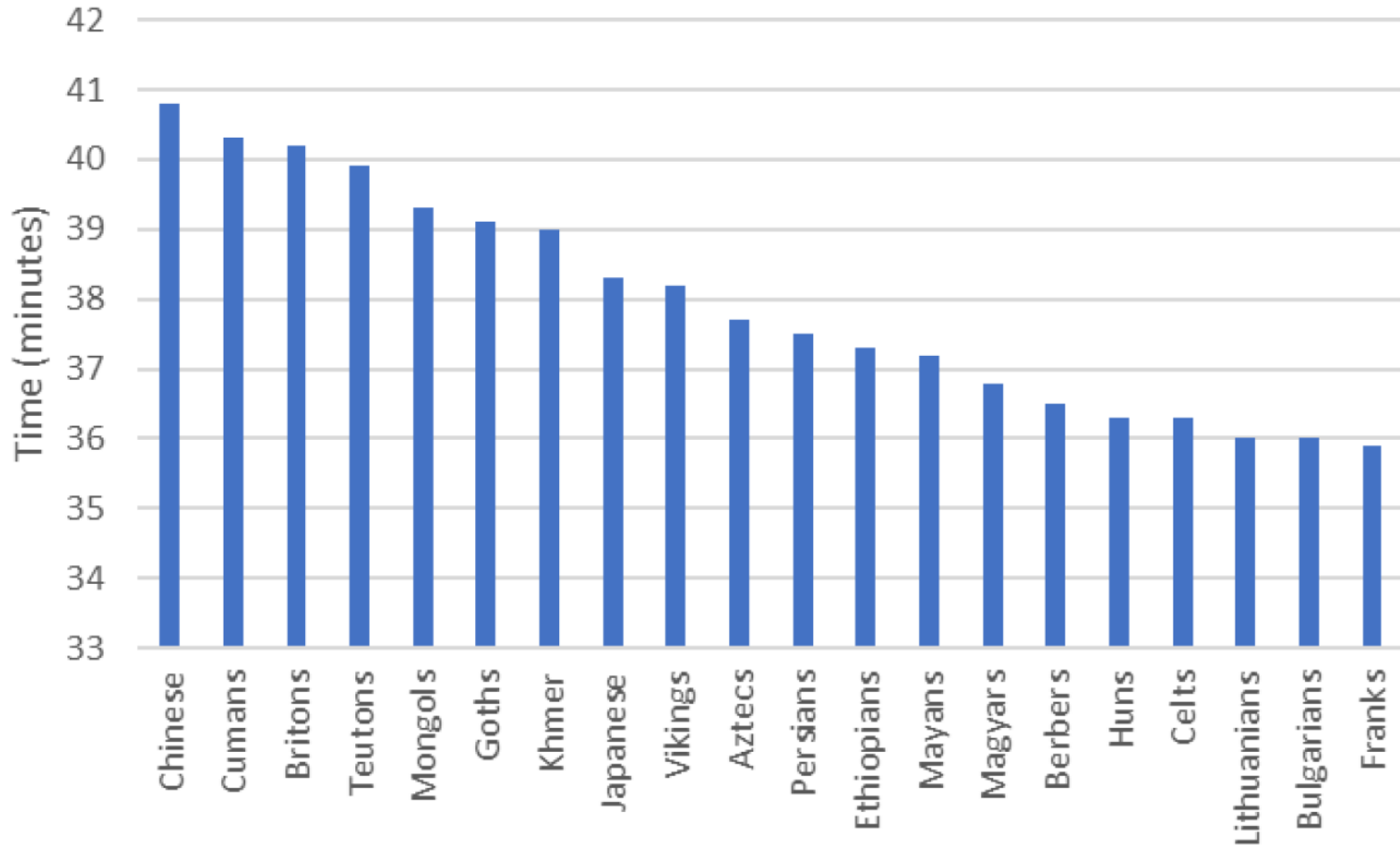


Scatter plot showing eliminations versus the distance an objective traveled

Time to Win!



Age of Empires II – By Carson Byrnes

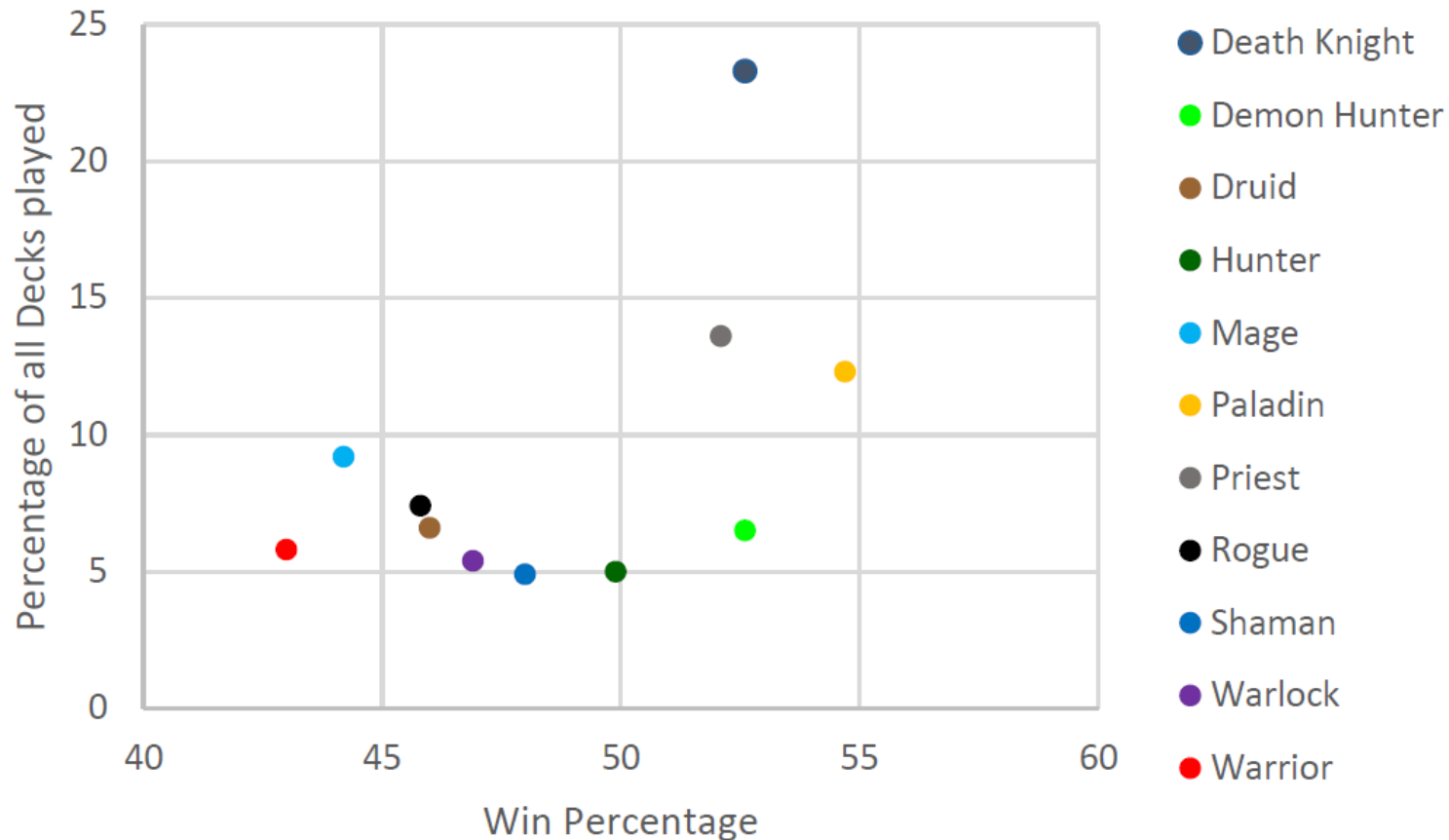


Column chart of time to win for different civilizations



Popularity vs. Win Rate

Hearthstone – Bv Charlie Doud

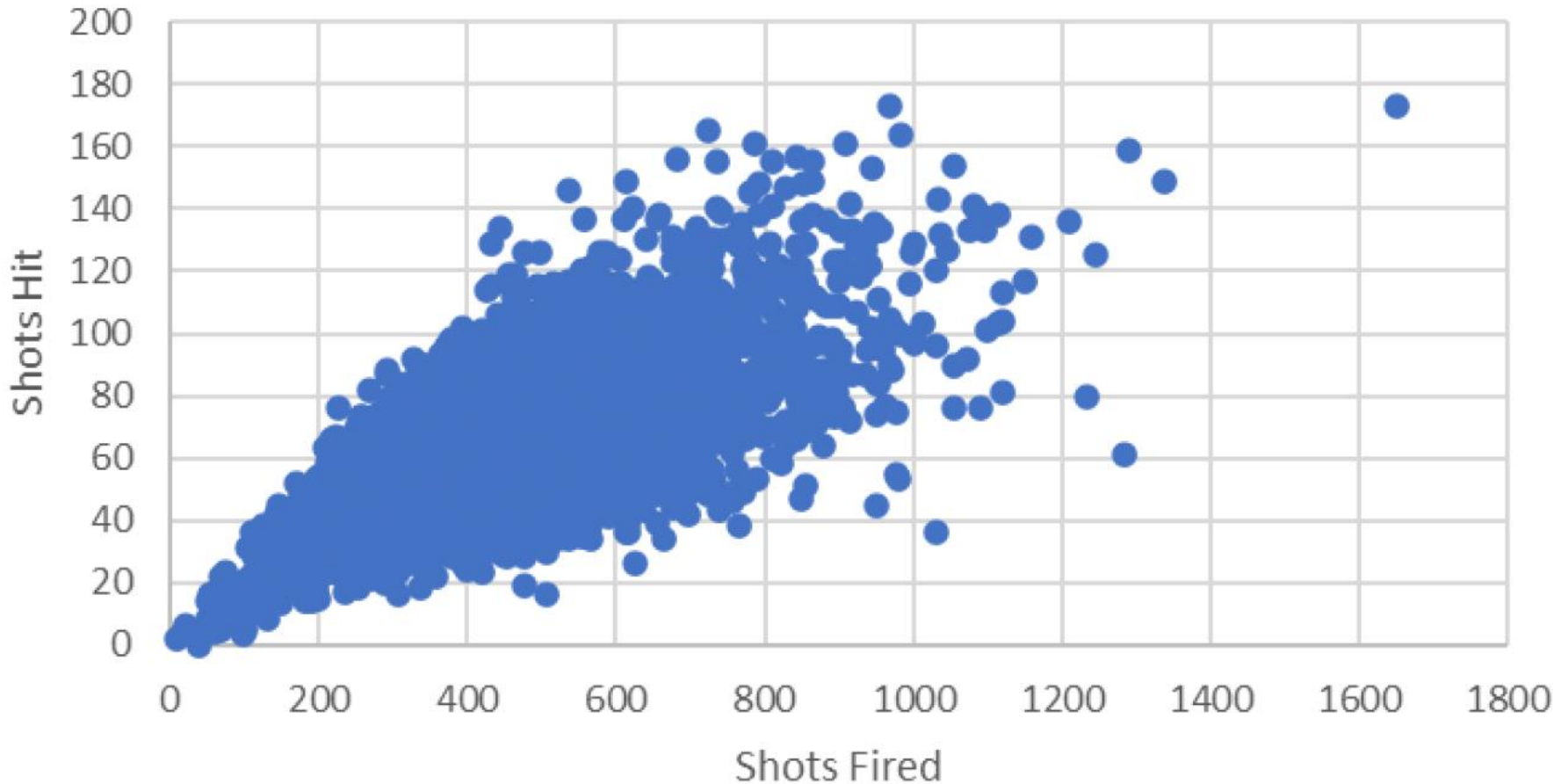


Scatter plot showing relationship between card deck popularity and win rate

Spray and Pray



CS:GO – By Colin Masucci

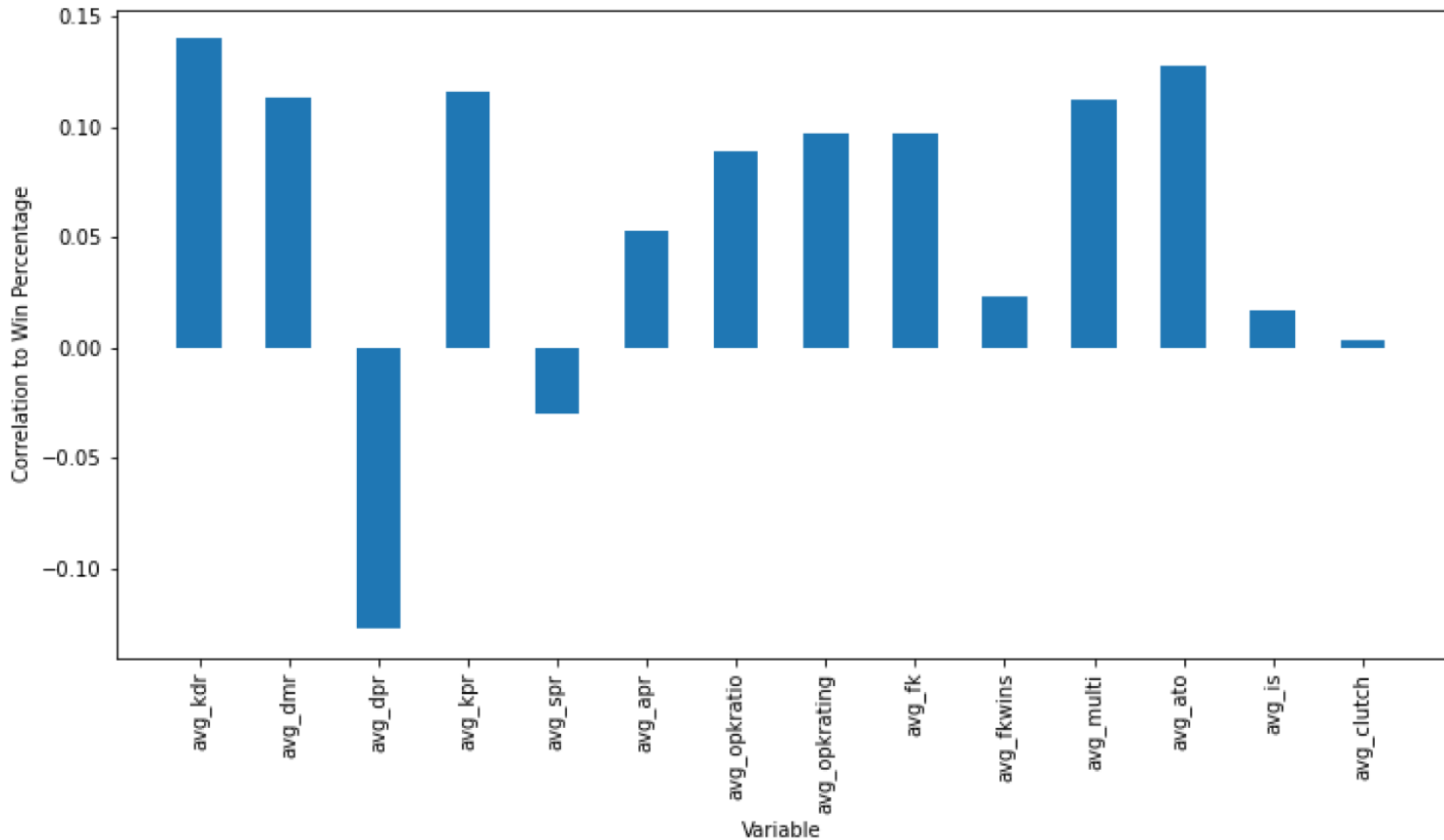


Scatter plot showing shots hit versus shots fired

Spray and Pray



CS:GO – By Duncan Farquharson



Correlation of various CS:GO statistics to winning

KDA by Character

Valorant – By Eric Maher

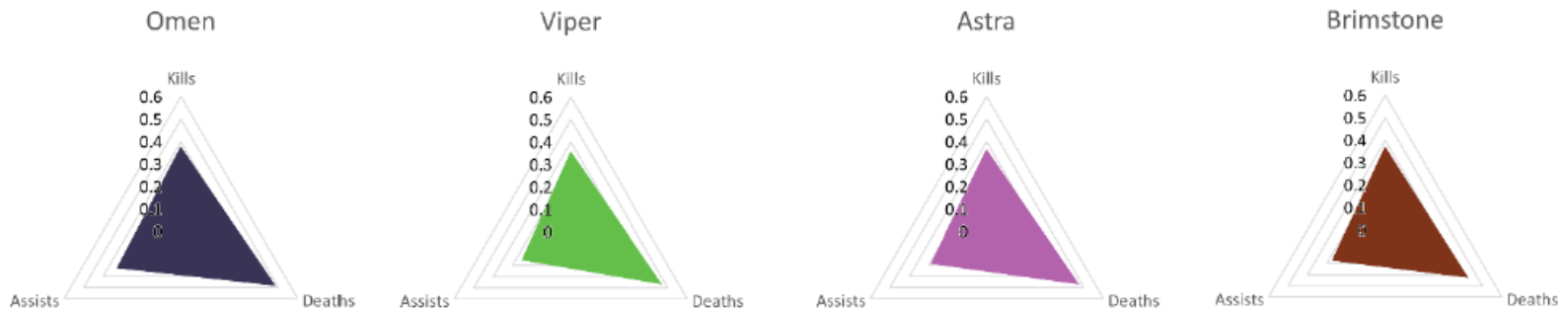


Sentinels

Jacob Antepi & Chris Ryan



Controllers

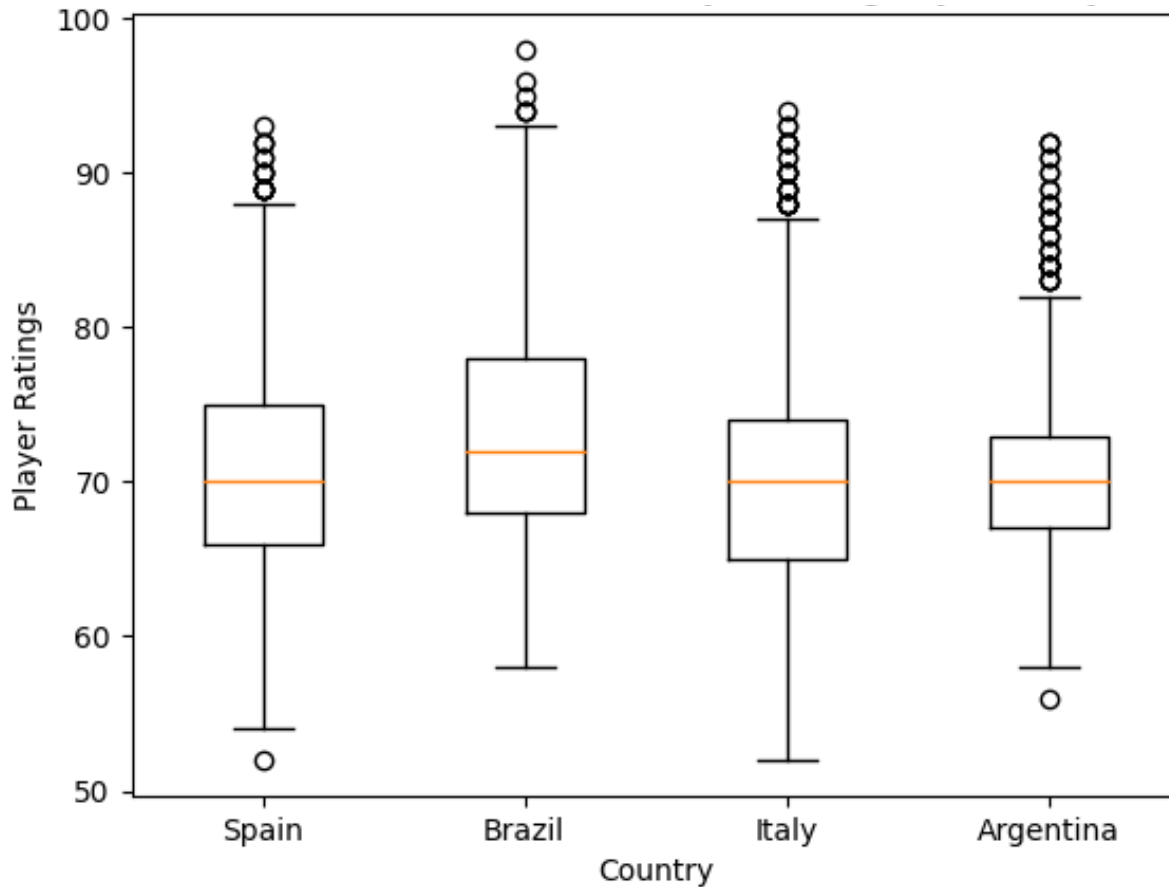


Radar charts showing Kills, Deaths and Assists for Sentinels and Controllers

Player Ratings by Country



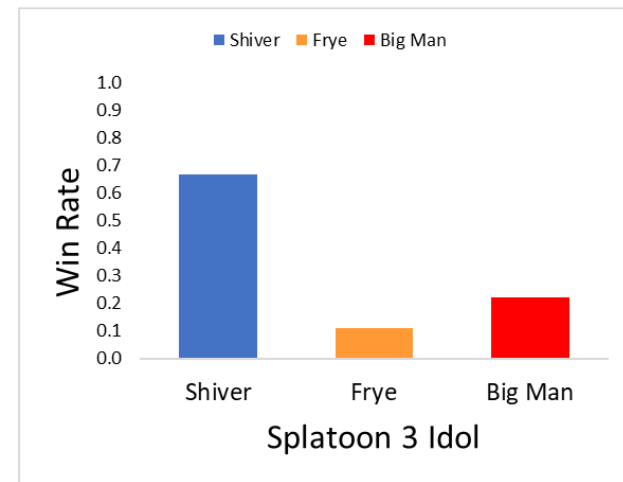
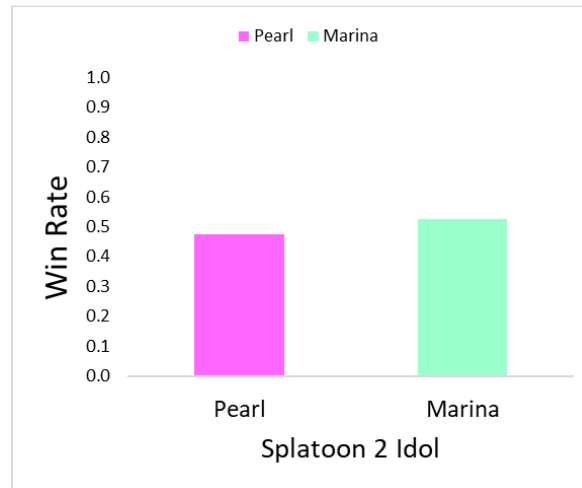
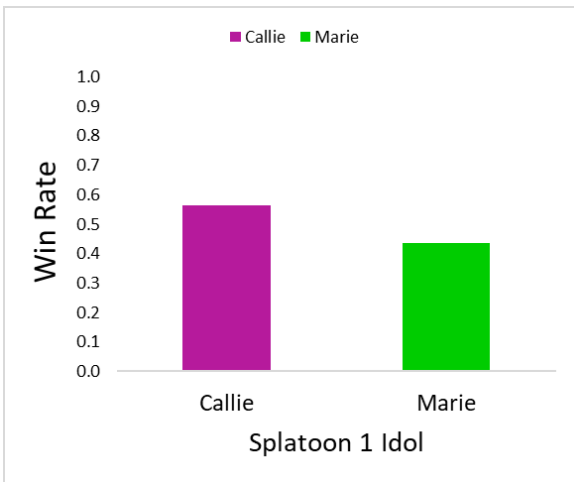
FIFA 23 – By Federico Perez



Boxplots of player ratings broken up by country

Splatfest

Splatoon— By Isaac Hernandez

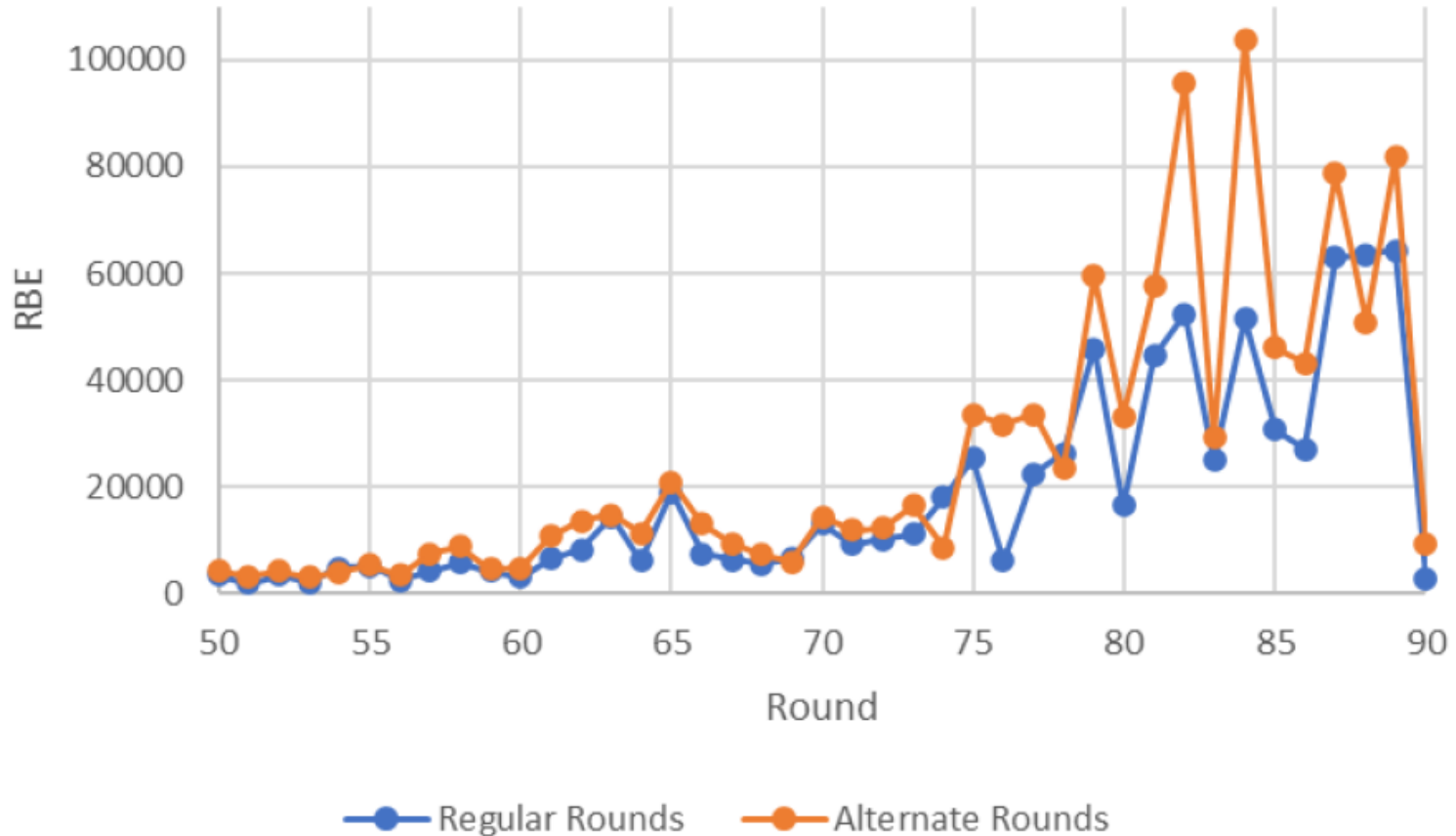


Column charts showing win rate for different idols in Splatoon Splatfests

99 Red Balloons



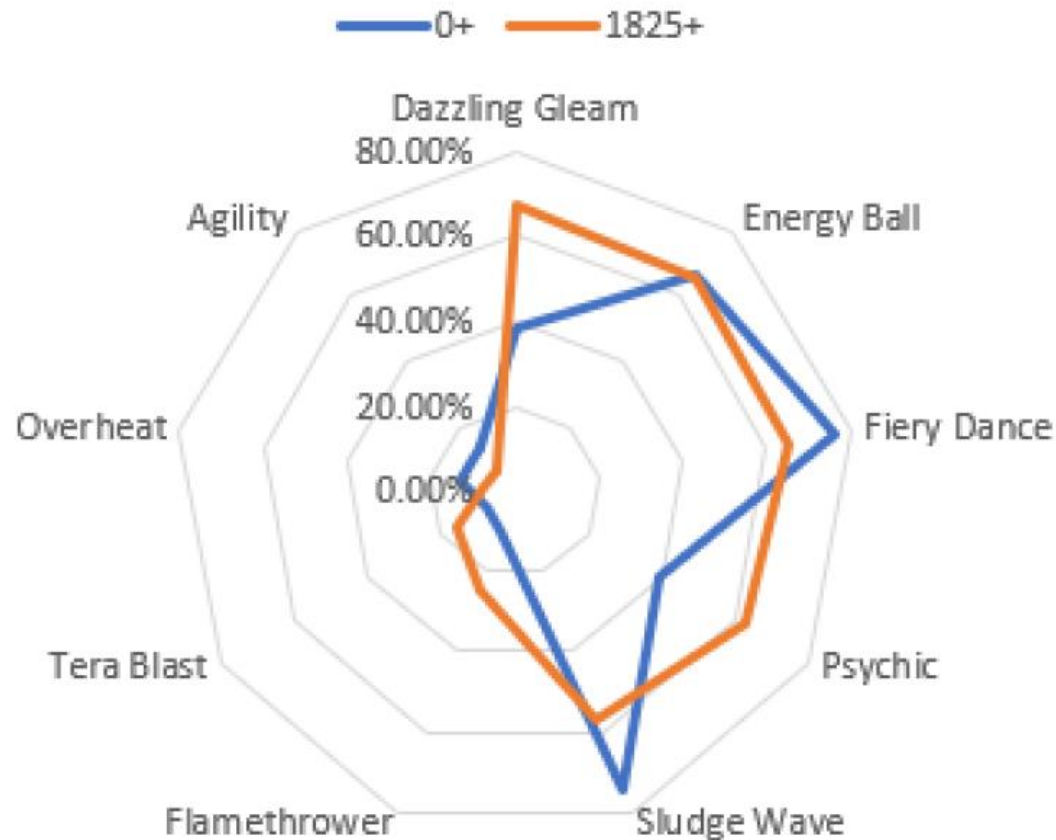
Bloons TD 6 – By Jason Kardon



Time series chart showing Red Bloon Equivalents (RBE) for rounds 50 to 90

L33t vs. N00b Moves

Pokémon Showdown Gen 9 OU – By John Burke



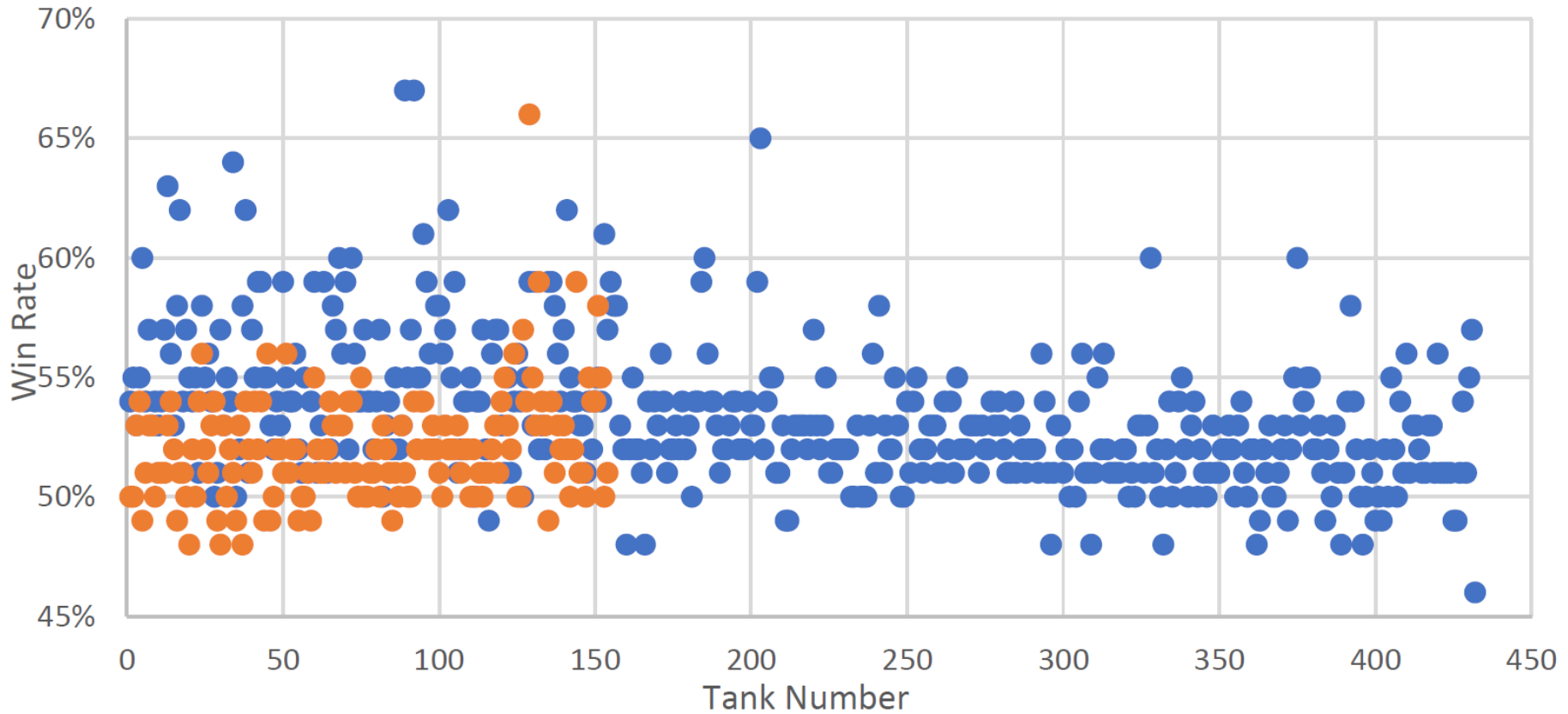
Radar chart showing move uses for *Iron Moth* for low rated players (blue) and high rated players (orange)

Pay to Win?

World of Tanks – By Josh Cohen



● Free ● Premium

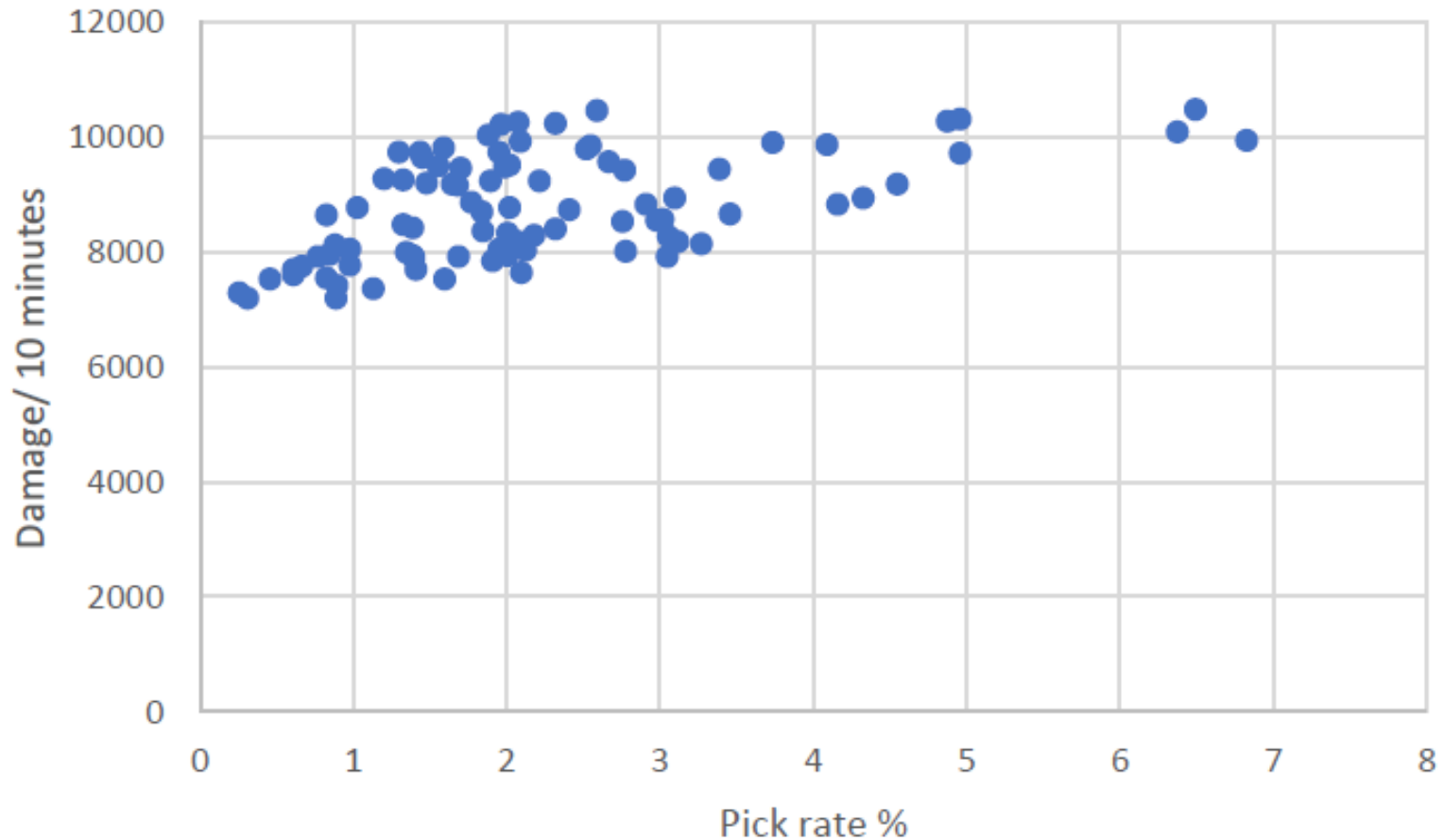


Scatter plot of win rate for each tank, clustered by free versus premium (not-free) tanks

Picking High Damage Champions



Overwatch 2 – By Juliet Morin

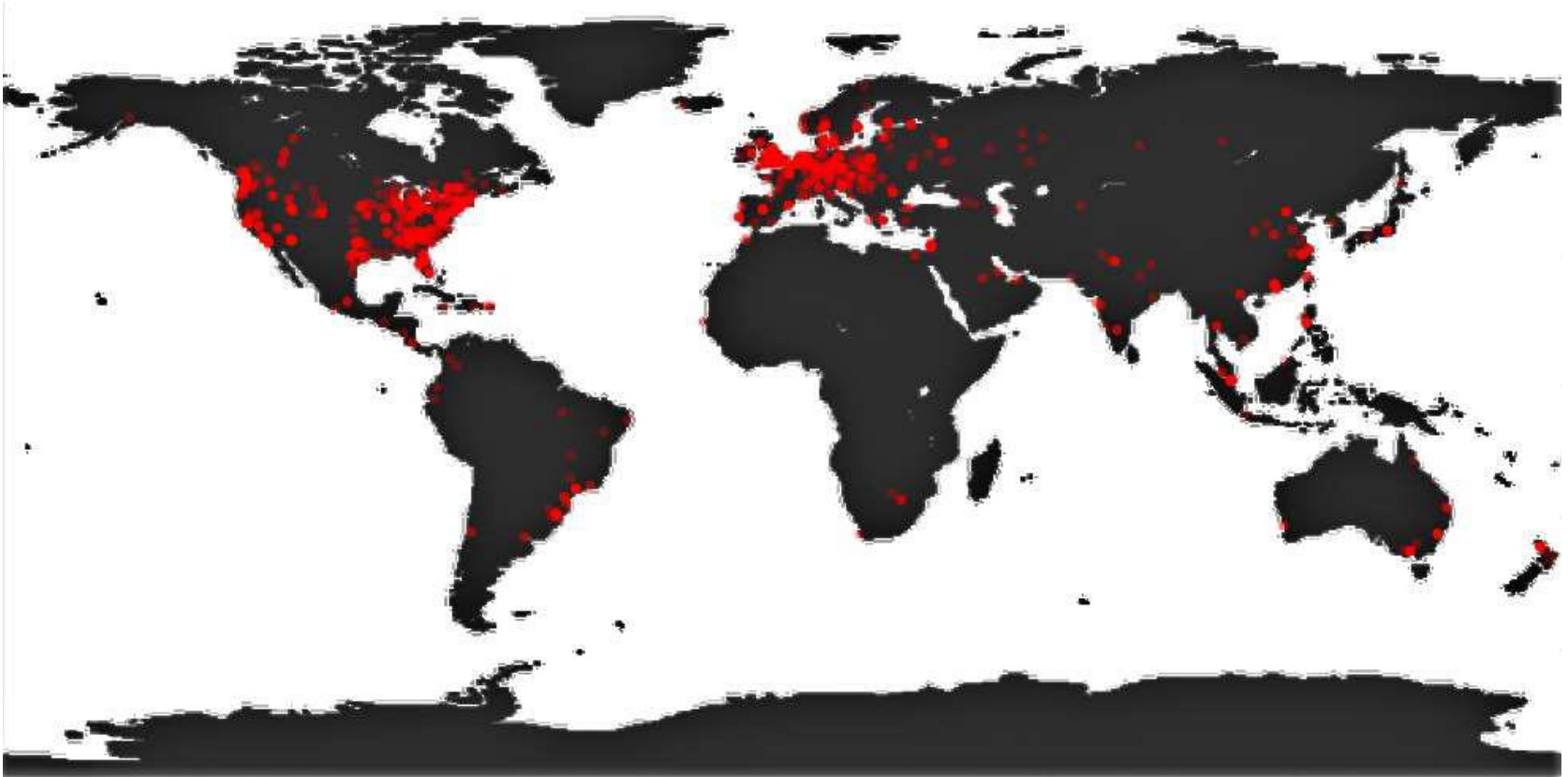


Scatter plot of damage rate versus pick rate

Where in the World?



Project Nodenum – Minecraft – By Matt Hagger



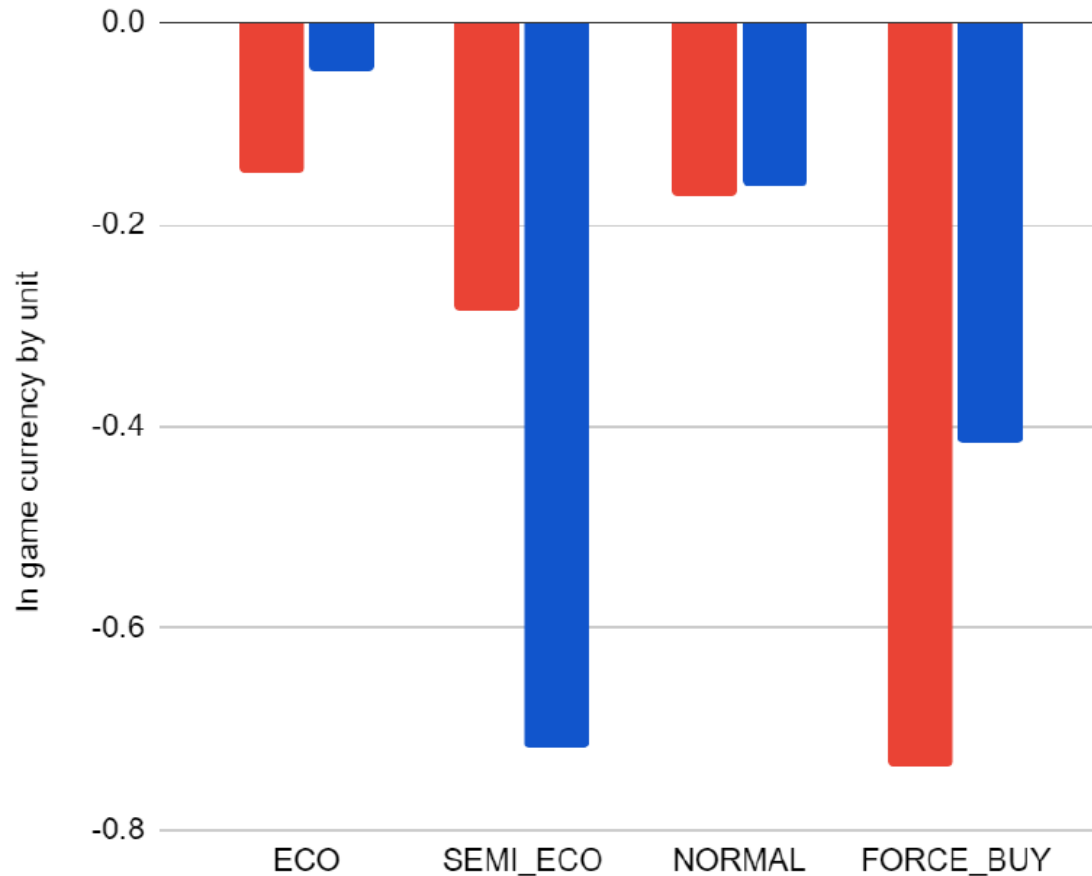
Heatmap of incoming traffic to website

Buy, Buy, Buy



CS:GO – By Mauricio Mergal

■ Average T Profits
■ Average CT Profits



Column chart showing average profit for each buy phase strategy

1v1 Me!



Overwatch 2 – By Max Allen

Win Proportion	Hero Group			
Opponent Group	Brawl Tank	Dive Tank	Poke Damage	Spam Damage
Brawl Tank	50%	29%	29%	41%
Dive Tank	71%	50%	34%	48%
Poke Damage	71%	66%	50%	50%
Spam Damage	59%	52%	50%	50%
Assassin Damage	61%	61%	44%	49%
Utility Damage	61%	48%	45%	47%
Flex Support	70%	54%	39%	52%
Main Support	79%	63%	43%	61%

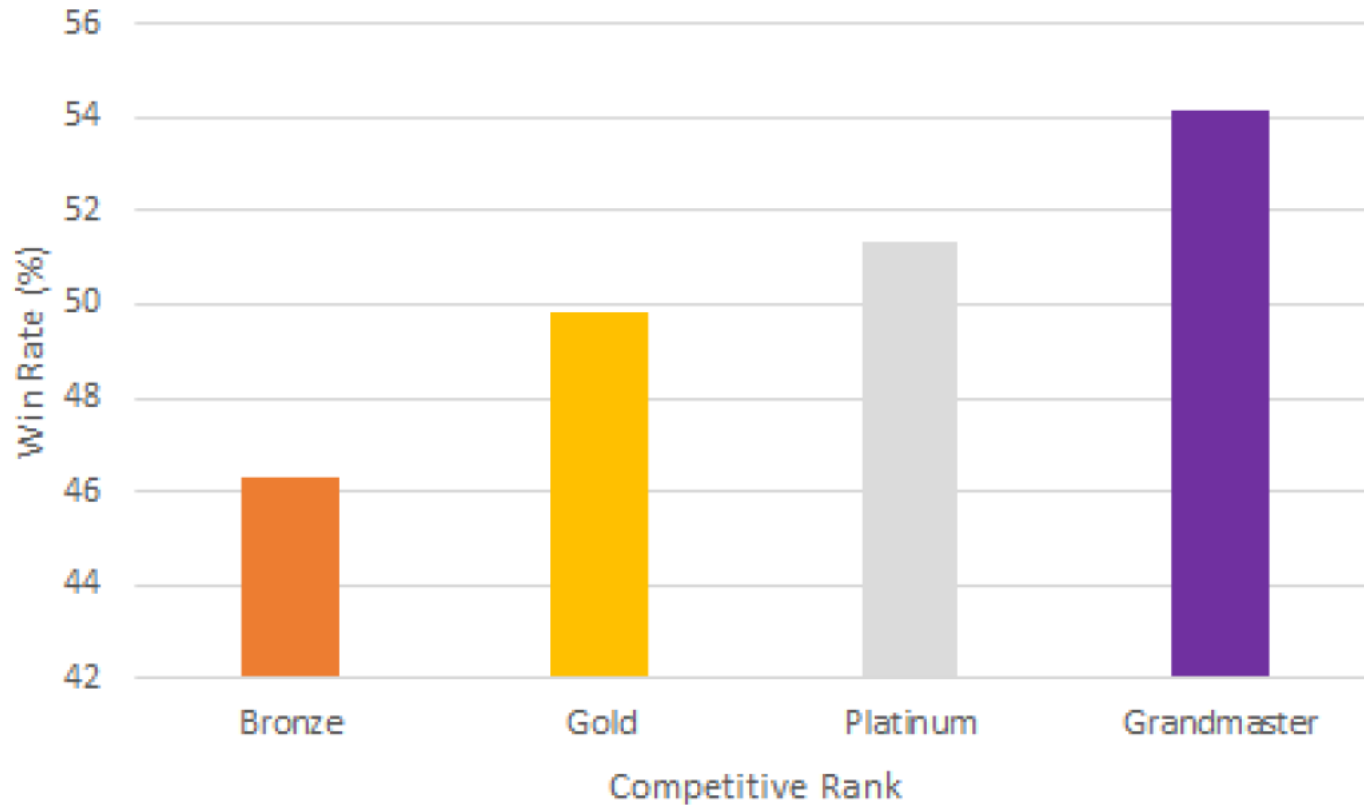
Win Proportion	Hero Group			
Opponent Group	Assassin Damage	Utility Damage	Flex Support	Main Support
Brawl Tank	39%	39%	30%	21%
Dive Tank	40%	52%	46%	37%
Poke Damage	56%	55%	61%	57%
Spam Damage	51%	53%	48%	39%
Assassin Damage	50%	58%	53%	51%
Utility Damage	42%	50%	43%	40%
Flex Support	47%	57%	50%	47%
Main Support	49%	60%	53%	50%

Heat map showing 1v1 win rates clustered by hero type



Winning by Rank

Overwatch 2 – By Owen Pugh

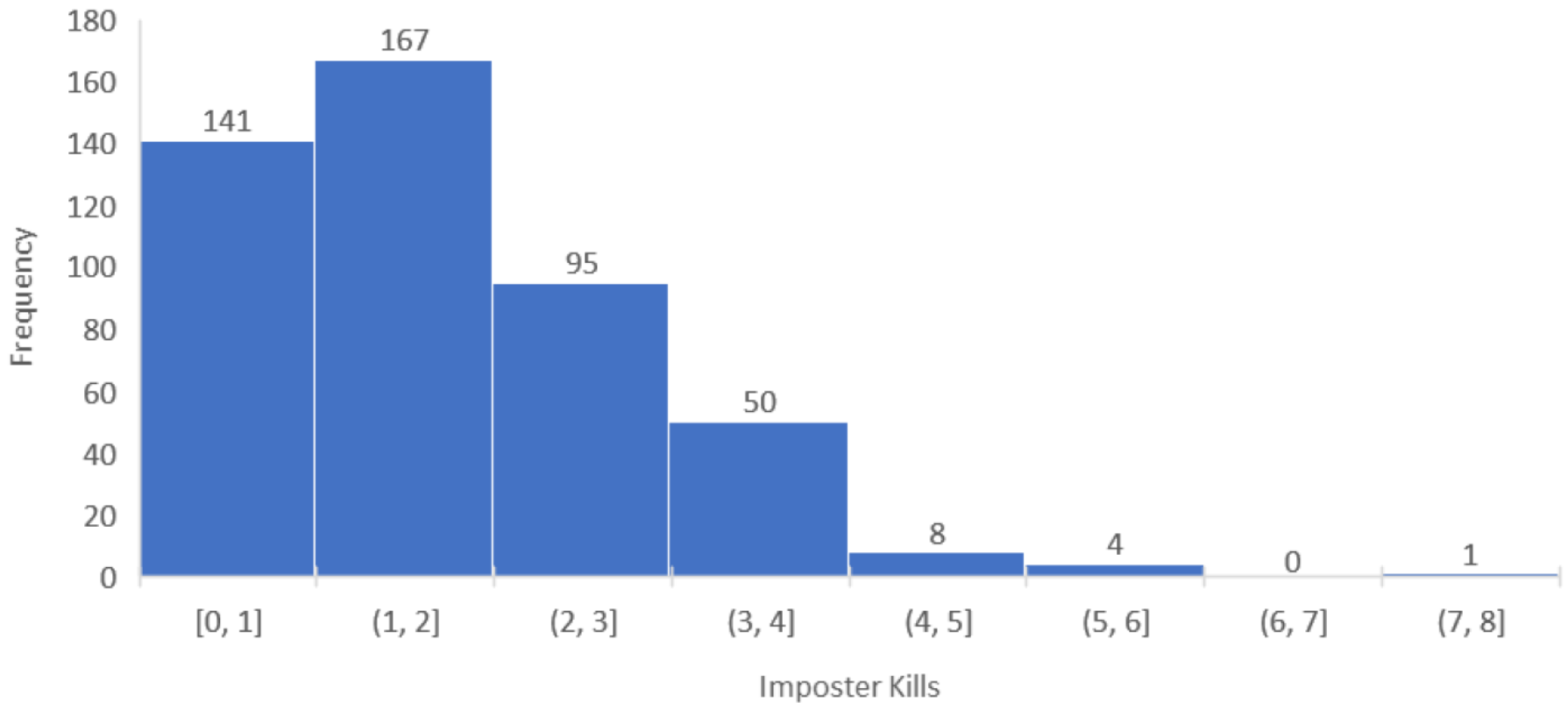


Column chart showing win rate based on player rank

The Killer is Still Among Us?



Among Us – By Perla Walling-Sotolongo



Histogram of imposter kills

Popularity Context

Guilty Gear Strive – By Connor Chartier and Charles West

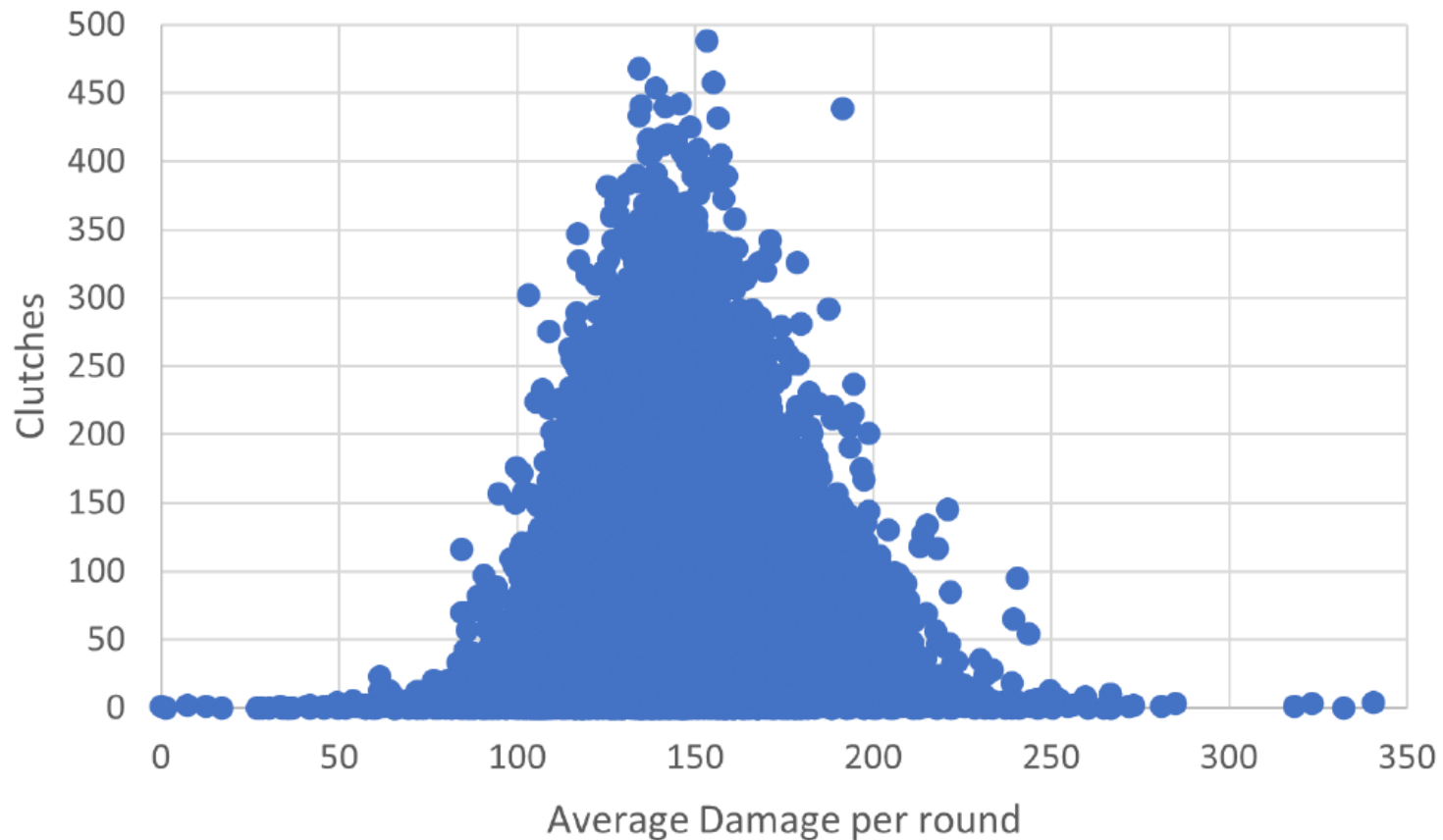
	SO	KY	MA	AX	CH	PO	FA	MI	ZA	RA	LE	NA	GI	AN	IN	GO	JC	HA	BA	TE	BI	SI	BE
0–1100	18.00%	18.30%	9.30%	3.90%	6.40%	9.10%	7.40%	5.70%	4.70%	16.60%	4.40%	9.40%	13.70%	3.30%	4.70%	2.10%	3.80%	7.90%	10.90%	7.40%	17.30%	6.70%	8.90%
1100–1200	19.20%	17.90%	8.00%	3.80%	5.80%	12.30%	7.70%	4.40%	4.60%	13.10%	4.80%	9.80%	12.40%	3.90%	5.00%	3.10%	4.10%	5.70%	13.30%	7.70%	14.60%	7.00%	11.90%
1200–1300	18.60%	17.80%	7.70%	3.70%	5.90%	12.40%	6.80%	4.90%	4.40%	11.80%	4.90%	9.30%	11.80%	4.80%	5.00%	3.20%	4.20%	5.60%	13.50%	7.30%	13.70%	7.90%	14.90%
1300–1400	19.10%	17.90%	8.20%	3.90%	6.20%	13.20%	5.20%	5.60%	4.10%	11.50%	4.50%	8.30%	11.00%	5.90%	4.50%	3.40%	4.50%	5.60%	13.30%	7.30%	12.60%	7.70%	16.50%
1400–1500	19.20%	17.20%	7.90%	4.20%	7.10%	14.20%	5.70%	6.50%	4.50%	12.50%	4.10%	8.70%	9.50%	6.70%	4.30%	3.70%	4.40%	4.70%	13.40%	7.00%	11.20%	7.10%	16.00%
1500–1600	18.80%	16.70%	8.40%	4.50%	7.00%	12.30%	6.70%	6.70%	5.20%	11.70%	4.90%	9.20%	9.10%	7.50%	5.30%	4.20%	4.30%	4.50%	13.10%	8.20%	10.30%	7.20%	14.30%
1600–1700	18.60%	15.70%	8.60%	5.00%	6.50%	12.30%	7.20%	7.20%	6.20%	9.80%	4.80%	11.10%	8.90%	8.20%	5.40%	4.60%	4.80%	4.90%	12.40%	8.40%	10.10%	7.20%	12.10%
1700–1800	17.60%	14.40%	7.70%	6.20%	7.80%	13.60%	7.30%	8.90%	6.70%	9.30%	4.10%	12.50%	9.60%	8.50%	5.30%	5.40%	4.80%	5.20%	11.90%	7.30%	9.50%	6.50%	10.00%
1800–1900	16.50%	14.50%	8.40%	7.70%	8.80%	15.00%	7.10%	9.40%	6.50%	8.90%	4.70%	10.60%	9.80%	8.90%	5.50%	6.20%	4.70%	6.10%	11.70%	5.70%	8.90%	5.80%	8.50%
1900–2000	16.60%	15.00%	10.50%	7.80%	9.50%	14.50%	8.40%	10.00%	7.50%	8.50%	6.60%	8.90%	6.80%	8.20%	5.00%	6.50%	4.80%	7.00%	11.80%	4.50%	7.70%	6.30%	7.70%
2000–2100	15.60%	13.80%	12.50%	10.80%	11.30%	9.70%	8.80%	10.70%	10.30%	8.00%	7.20%	8.80%	7.80%	5.30%	4.30%	7.10%	6.60%	7.60%	11.90%	5.10%	6.20%	5.00%	5.50%
2100–2200	12.10%	14.00%	15.40%	12.50%	11.10%	10.30%	6.40%	8.30%	11.00%	7.80%	6.90%	7.50%	8.80%	5.60%	4.10%	10.00%	10.00%	10.40%	9.10%	6.20%	8.00%	3.00%	1.50%

Heat map of character popularity based on player rank

Clutch Player

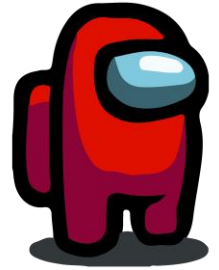


Valorant – By Jacob Antepfli and Chris Ryan

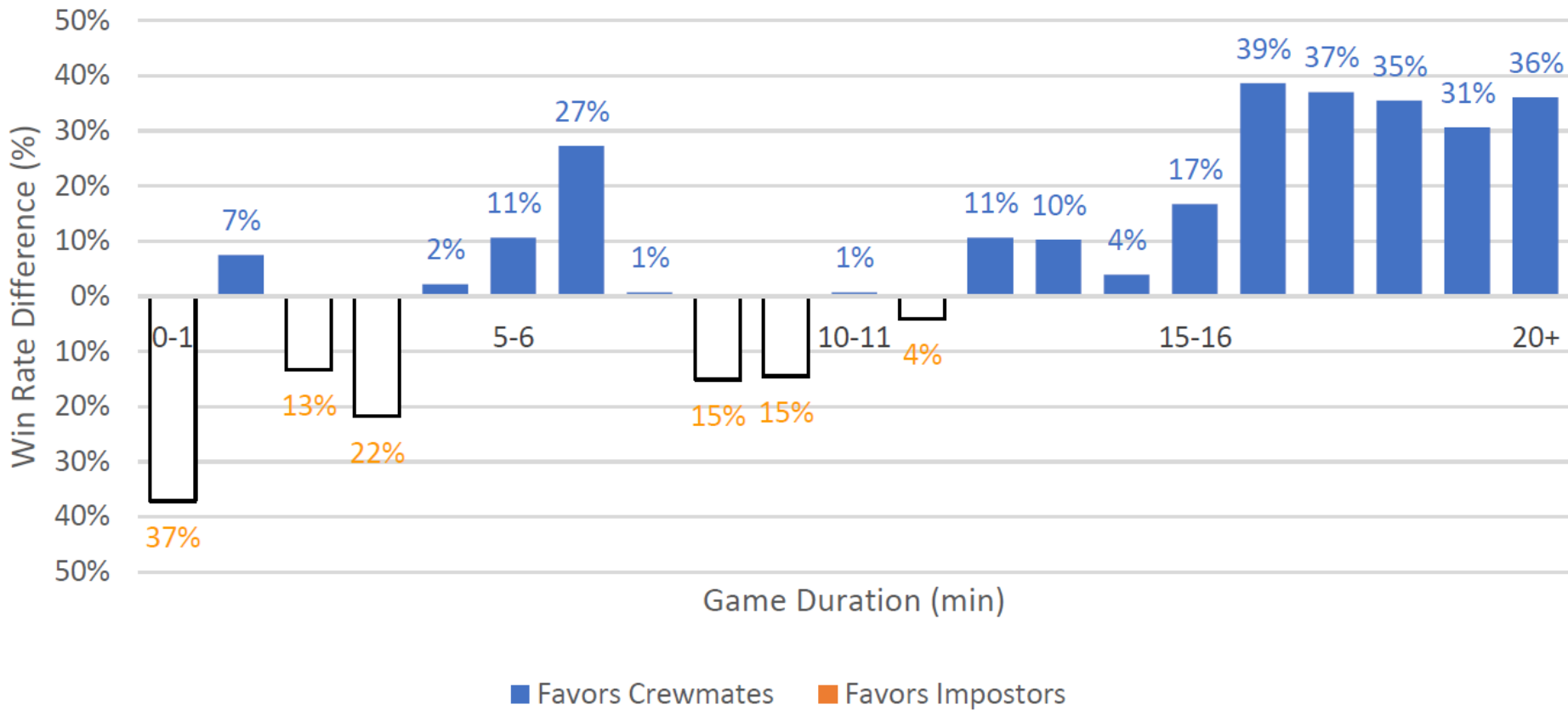


Scatter plot (almost as a distribution) of clutches (last teammate standing) versus average damage per round

Living Longer Among Us



Among Us – By Skye Vinson



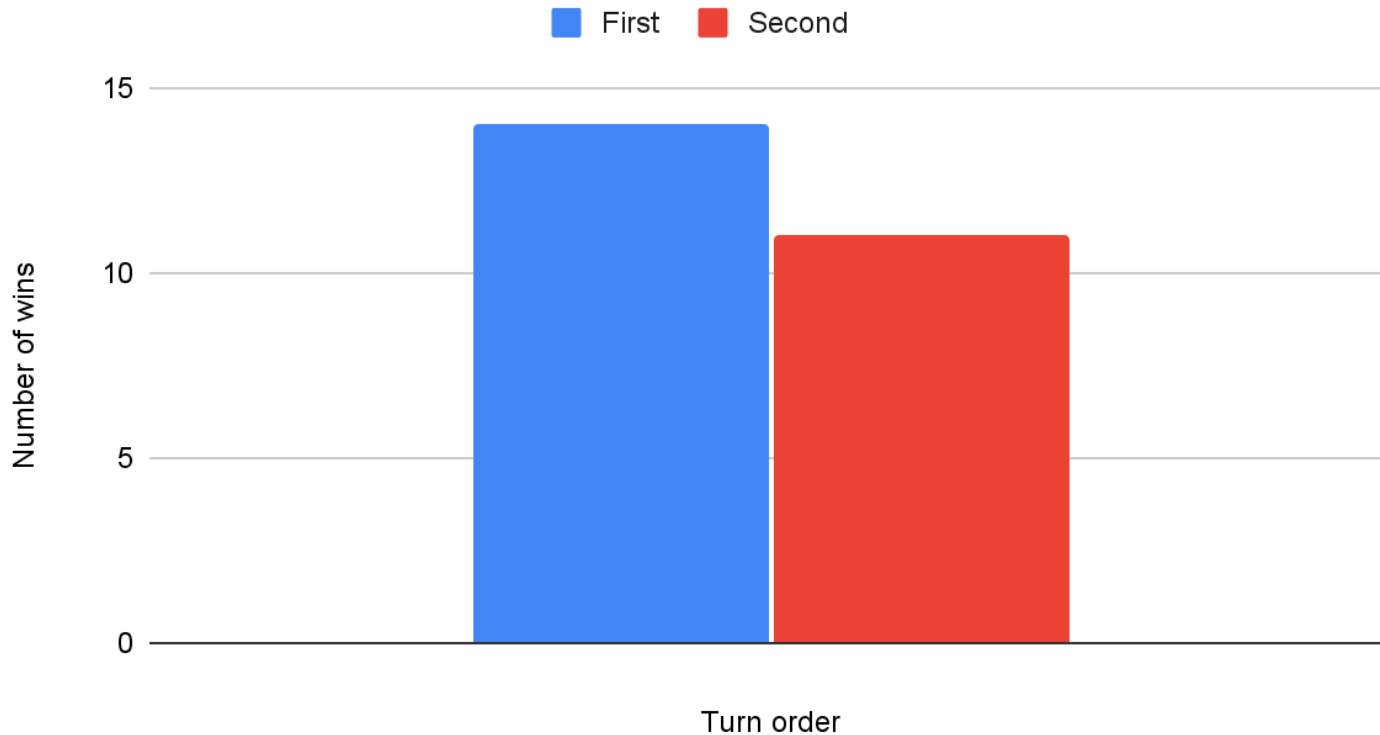
Column chart showing chance of winning versus game duration

First Player Advantage?



Yu-Gi-Oh – By Spencer Dill

First vs Second



Column chart showing number of wins for going first versus going second

Top Offense and Defense



Pokémon – By Trey Bowen

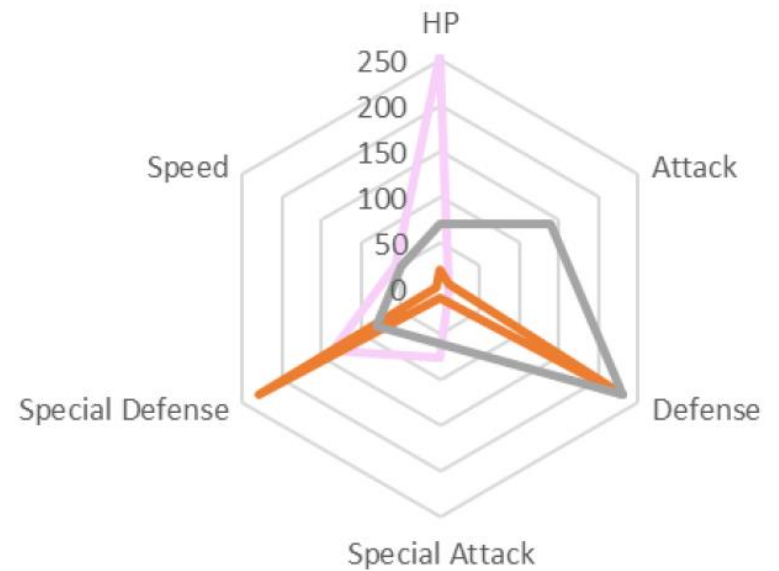
Offensive Stats

— Mega Mewtwo Y — Mega Mewtwo X — Regieleki



Defensive Stats

— Blissey — Shuckle — Mega Aggron

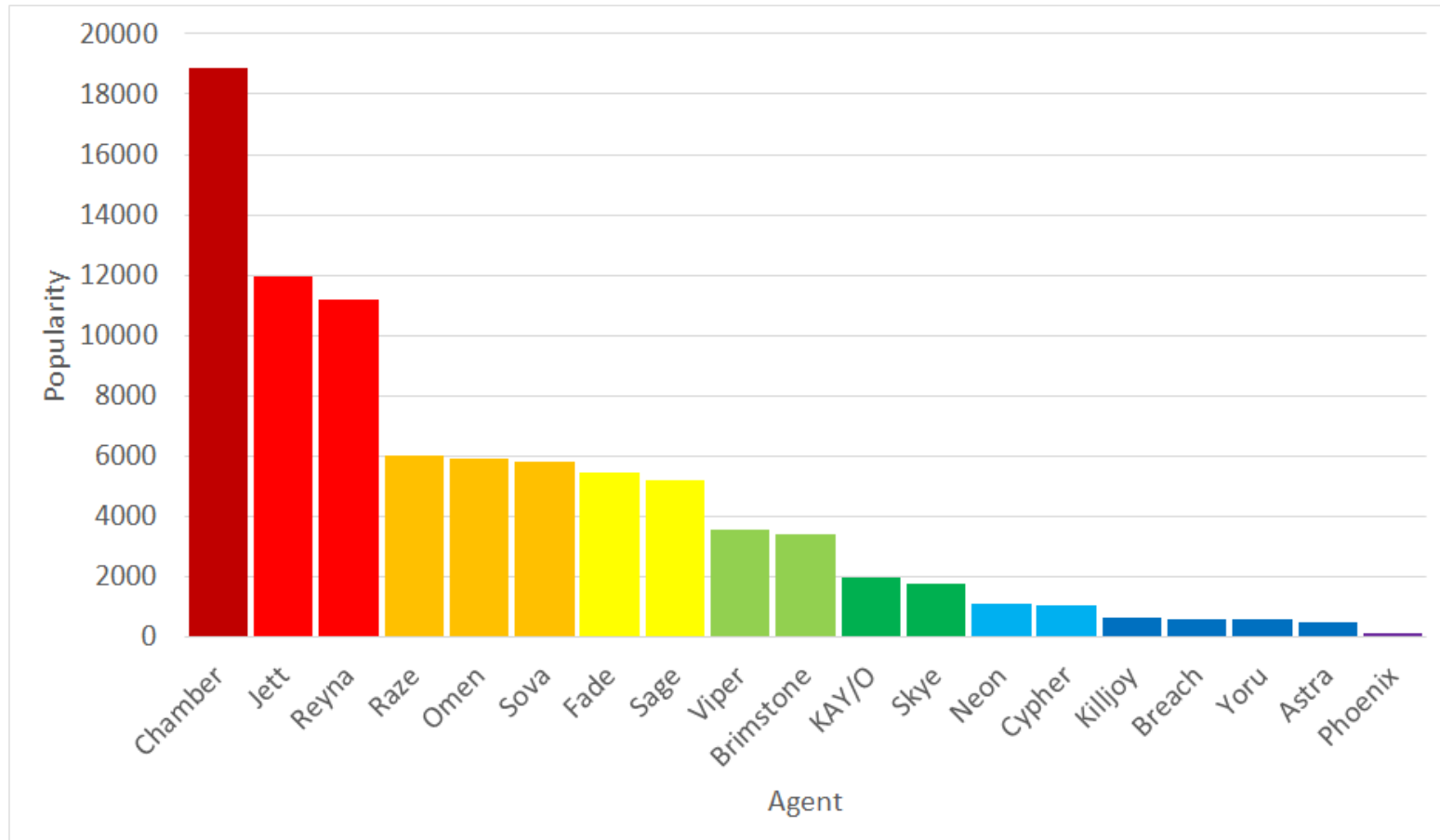


Radar charts showing Pokémon with highest offense (left) and defense (right), broken down by type

Agent Popularity



Valorant – By Vijay Mistry

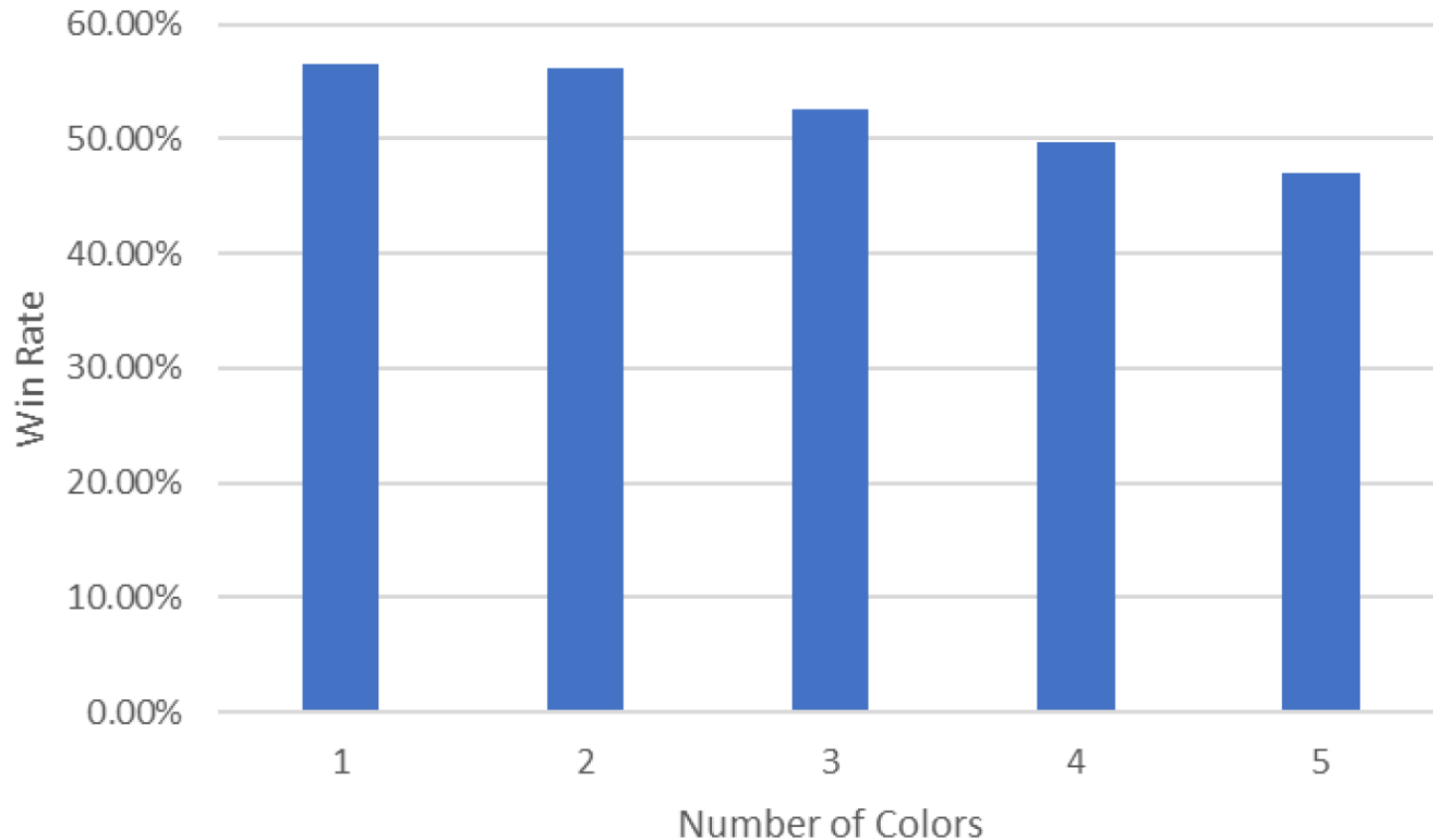


Column chart showing agent popularity

All the Colors of the Rainbow



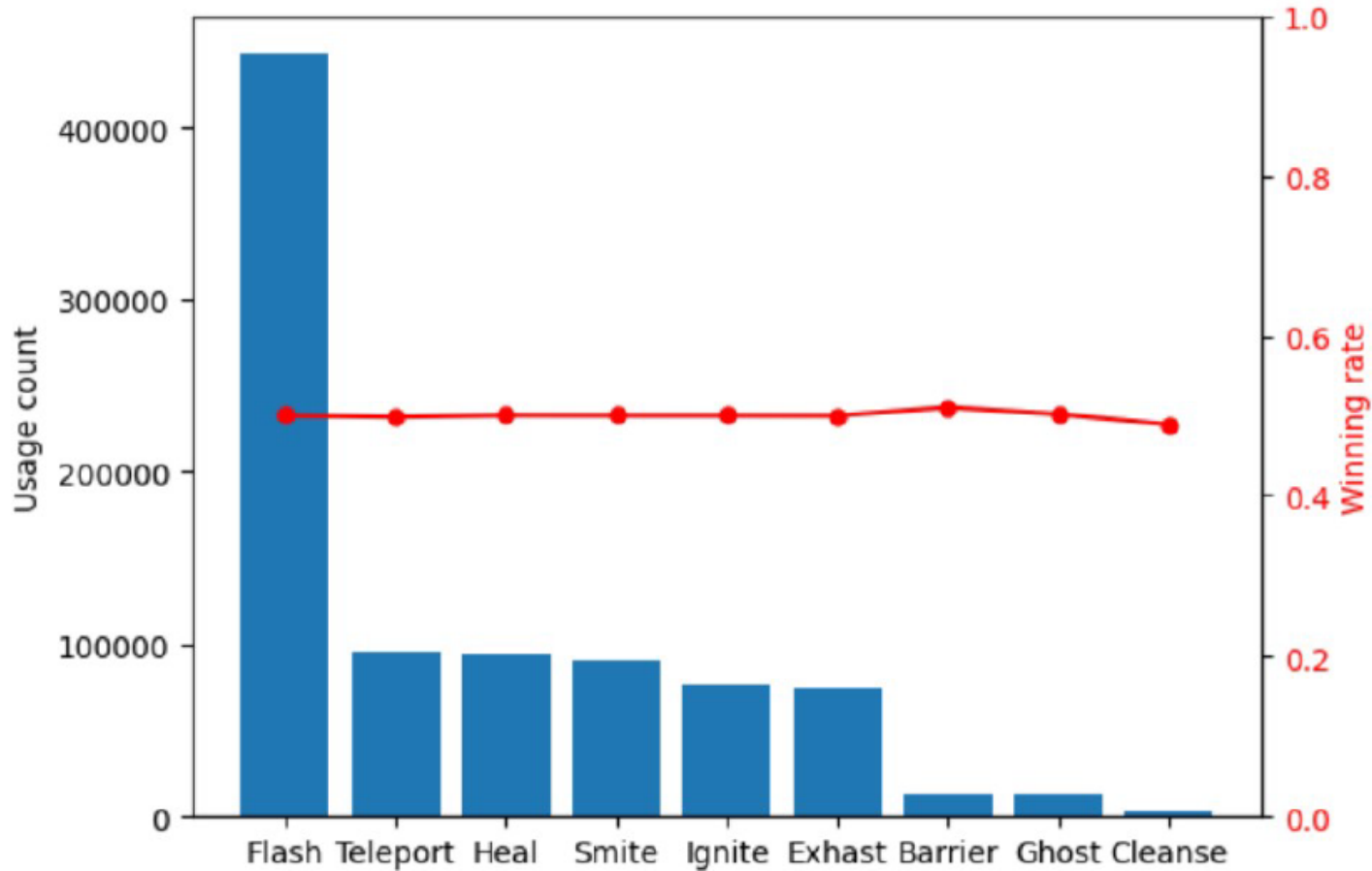
Magic the Gathering – By Zachary Robinson



Column chart showing number of colors used in a deck versus the win rate

Flash FTW?

League of Legends – By Zihang Chen



Two-axis chart showing summoner spell usage (left y-axis) and corresponding winning rate (right y-axis)