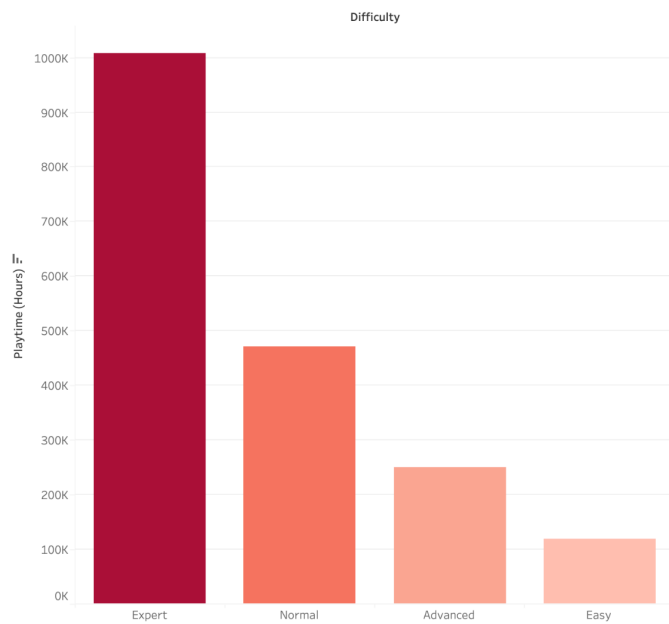
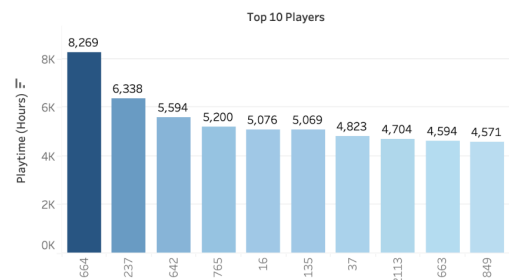


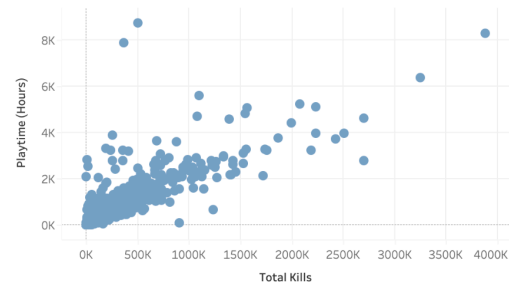
Playtime by Difficulty



Top 10 Players by Playtime



Total Kills vs. Playtime



Dashboard Analysis and Insights

1. Playtime by Difficulty

Visualisation Overview: The **Playtime by Difficulty** bar chart illustrates the distribution of total playtime across four distinct difficulty levels: Expert, Normal, Advanced, and Easy. The data reveals that the **Expert** difficulty level dominates with over **1,000,000 hours** of playtime, followed by **Normal** with approximately **500,000 hours**. **Advanced** and **Easy** difficulties register lower playtime figures, with **Easy** being the least favoured.

Key Insights:

- **High Engagement at Expert Level:**
 - The significant playtime at the Expert level suggests that players are highly engaged when faced with challenging gameplay. This could indicate that the game effectively caters to a niche audience seeking intense and demanding experiences.
- **Moderate Engagement at Normal Level:**
 - The Normal difficulty attracts a substantial amount of playtime, reflecting its role as a balanced option catering to a broader player base seeking a moderate challenge.
- **Lower Engagement at Advanced and Easy Levels:**
 - The Advanced and Easy difficulties garner less playtime, which may suggest that players either find these levels less engaging or that these difficulties are less accessible or appealing.
- **Implications for Game Balancing:**
 - The disparity in playtime across difficulty levels highlights areas for potential game balancing. Enhancing the Advanced and Easy levels could attract more players, broadening the game's appeal.

2. Top 10 Players by Playtime

Visualisation Overview: The **Top 10 Players by Playtime** bar chart ranks players based on their total accumulated playtime hours. The leading player boasts **8,269 hours**, while the 10th player has **4,571 hours**. There is a noticeable drop in playtime from the top player to the rest, indicating a significant variance in player engagement.

Key Insights:

- **Dominance of a Single Player:**
 - The top player's exceptionally high playtime suggests either a highly dedicated individual or a potential outlier in the dataset. This could warrant further investigation to understand the factors contributing to such extensive engagement.
- **Wide Engagement Range:**
 - The substantial difference between the top player and the 10th player indicates a broad spectrum of player engagement levels. While some players invest considerable time, others have relatively lower playtime.
- **Potential for Community Building:**
 - Identifying highly engaged players can help in fostering a strong community through leaderboards, recognition systems, or mentorship programs, enhancing overall player retention and satisfaction.
- **Insights for Retention Strategies:**
 - Understanding why certain players invest more time can inform strategies to replicate these conditions across the player base, potentially increasing overall engagement.

3. Total Kills vs. Playtime

Visualisation Overview: The **Total Kills vs. Playtime** scatter plot explores the relationship between the number of kills a player has achieved and their total playtime hours. A positive correlation is observed, indicating that players with more playtime generally accumulate more kills. However, the data exhibits high variability, suggesting diverse playstyles and efficiency levels among players.

Key Insights:

- **Positive Correlation:**
 - The general trend shows that increased playtime leads to a higher kill count, which aligns with expectations as more time spent in-game naturally results in more opportunities to achieve kills.
- **High Variability in Performance:**
 - The wide range of kill counts among players with similar playtimes points to differing playstyles, skill levels, or strategies. Some players achieve high kill counts with relatively less playtime, indicating higher efficiency or aggressive playstyles.
- **Identification of Efficient Players:**
 - Players who maintain high kill counts with lower playtimes can be spotlighted as role models or case studies to understand effective gameplay strategies.
- **Balanced Gameplay Encouragement:**
 - Recognizing the diversity in player performance can help in tailoring game mechanics to accommodate various playstyles, ensuring that both casual and competitive players find the game rewarding.

