

RIVALYTICS

Final Report

By

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For

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Introduction

Marvel Rivals is a fast-paced *team-based* hero shooter that has very quickly gained a name for itself in the gaming community with its rich roster of Marvel characters and intricate strategies. Players must select heroes, synergize with teammates, and adapt to dynamic gameplay in a variety of playable maps. In each match, a total of 12 players will be divided into 2 teams of 6. Each hero has a unique set of abilities and powers which they use to eliminate the opposing team and capture the objectives to win the game.

Marvel Rivals is considered a live service game, which means that the game is constantly patched to achieve a balance. That is, to weaken characters who are overperforming, or strengthening those who are underperforming. As such, you'll need to constantly rethink how to strategize to optimize your performance and climb up the ranks.

Framing the Problem

Despite its growing popularity, Marvel Rivals is still a very recent game and thus there is no dedicated analytics platform to help players improve performance or refine strategies, leaving a significant gap in the community's needs. Competitive multiplayer games depend heavily on data analysis to optimize strategies, understand trends, and enhance player performance.

Tools like [Lolalytics](#) have successfully catered to the League of Legends community, providing comprehensive insights into win rates, hero matchups, and meta trends. However, no similar platform exists for Marvel Rivals. As such, I've developed a few key questions to guide the development of this project:

1. How can an analytics website deliver the necessary insights into hero performance and strategy optimization?
2. What are the most effective ways to present data for easy user comprehension?
3. What other tools can aid users to improve their performance in the game?

4. How can emerging trends and player feedback be integrated into the platform's functionality?

Existing Research

The success of platforms like Lolalytics and [Overbuff](#), which focus on League of Legends and Overwatch respectively, demonstrates the value of detailed analytics for competitive games. These tools emphasize win rates, pick rates, and team synergy to help players make informed decisions. However, common challenges include the lack of real-time updates, limited interactivity, and inadequate support for mobile devices. Rivalytics aims to address these limitations while tailoring the solution to Marvel Rivals' unique mechanics and gameplay.

Hypotheses and Benefits

A dedicated analytics platform for Marvel Rivals has the potential to significantly enhance player performance by providing valuable insights from game data. By presenting this data through visual dashboards and interactive tools, the platform is expected to improve player understanding of game mechanics, allowing for more informed decision-making during gameplay.

The platform will offer several key benefits: Players will have the opportunity to refine their gameplay and strategies using the insights provided, creating a more competitive environment where every advantage matters. Additionally, game developers can utilize the platform's data to gain valuable insights into the balancing of heroes and updating game mechanics, ensuring a fair and engaging experience for all players.

Summary of the Project

My project, titled **Rivalytics**, is a web-based platform designed to help *Marvel Rivals* players by providing in-depth hero statistics, matchup insights, and interactive tools for players to have a better understanding of their performance in the game.

The platform aggregates game data to provide information about the general performance of the collective player base on each of the 37 playable heroes in the game, as well as being able to display personalized data based on each user's match history.

Tech Stack

Frontend

- **React.js**: Main framework for building the user interface.
- **React Router DOM**: For client-side routing and navigation between pages.
- **Axios**: To perform HTTP requests to backend APIs.

Backend

- **Node.js**: JavaScript runtime environment to run the backend server.
- **Express.js**: Web framework for building RESTful API endpoints.
- **MongoDB**: database to store hero data and ranking stats.
- **Mongoose**: used for defining schemas and interacting with the database.

Development Tools

- **Thunder Client**: for testing API endpoints locally.
- **VS Code**: primary development environment.
- **GitHub**: for version control.

Marvel Rivals API (<https://marvelrivalsapi.com/>): used to fetch real-time hero information, stats, and abilities.

ChatGPT Plus: paid ChatGPT monthly subscription service to assist with brainstorming ideas, coding, debugging, UI design suggestions and document drafting.

Changes to the Proposal

In the proposal, I aimed to make the scope bigger than what was realistically possible, with the purpose of keeping the most viable features and leaving out those that either didn't feel as important or weren't technically feasible. Due to the time constraints and seeing as how the core features were taking me more time and effort than initially anticipated, the following features were removed:

- Community features such as user accounts and forums.
- Video Integration to game-related content.
- Hero guides and tutorials.

Additionally, the features to simulate matches between user-picked heroes in order to study potential outcomes was removed due to the technical difficulties of trying to implement such a feature. I realized that I didn't have the technical knowledge to complete this feature given the time constraints I was facing and the priority that other more important features had.

Now, in terms of changes to the technologies, the only notable one is the exclusion of Firebase. Given that I ended up not developing user accounts, and thus there is no user authentication of any kind, Firebase was not needed for the purposes of this project.

Project Planning and Timeline

Below is the detailed schedule, including milestones, deadlines, and deliverables:

Planning and Research (Weeks 1-3)

Milestones:

- Finalize project proposal and scope.
- Review Marvel Rivals gameplay mechanics and data availability.

Deliverables:

- Completed project proposal.

Design and Architecture (Weeks 4–5)**Milestones:**

- Review game analytics websites' designs and structure.
- Define the backend architecture and database schema.

Deliverables:

- Progress Report 1

Backend Development (Weeks 6–7)**Milestones:**

- Set up the backend environment (Node.js, Express.js).
- Establish database connections and test data storage and retrieval.
- Starting to build the frontend with the creation of the Hero Gallery page
- Populating MongoDB database with hero data

Deliverables:

- Midterm Report and Video

Frontend Development (Weeks 8–11)**Milestones:**

- Review API endpoints and all usable data from it
- Development of Hero Tier List page using data retrieved from API
- Player search functionality
- Started working on the player profile display page from data retrieved from the API.

Deliverables:

- Progress Reports 2 and 3

Continued Frontend Development (Week 12)

Milestones:

- Completion of player profile page, including match history, played heroes, map performance and hero matchups.
- Re-built the heroes page.
- Built the hero rankings page.

Deliverables:

- Progress Reports 4 and 5

Final Report and Submission (Week 13)

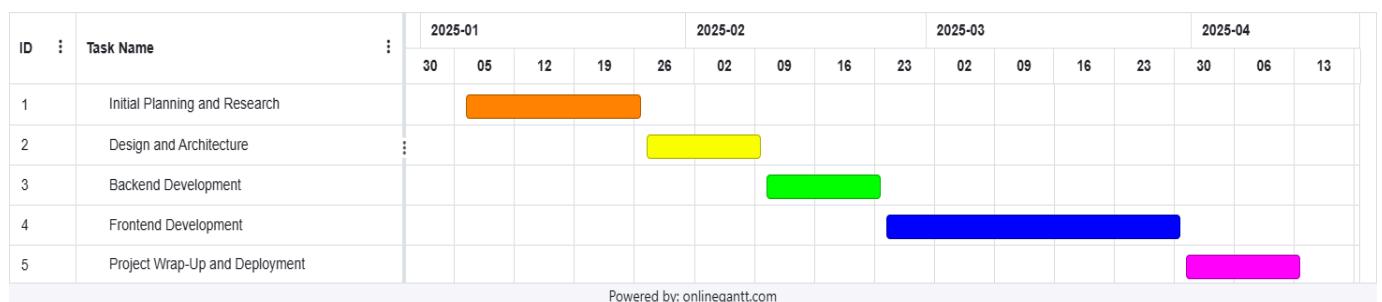
Milestones:

- Finished the styling of the platform.
- User demo for project evaluation.
- Finish final report.
- Final changes to the project.
- Final commit.

Deliverables:

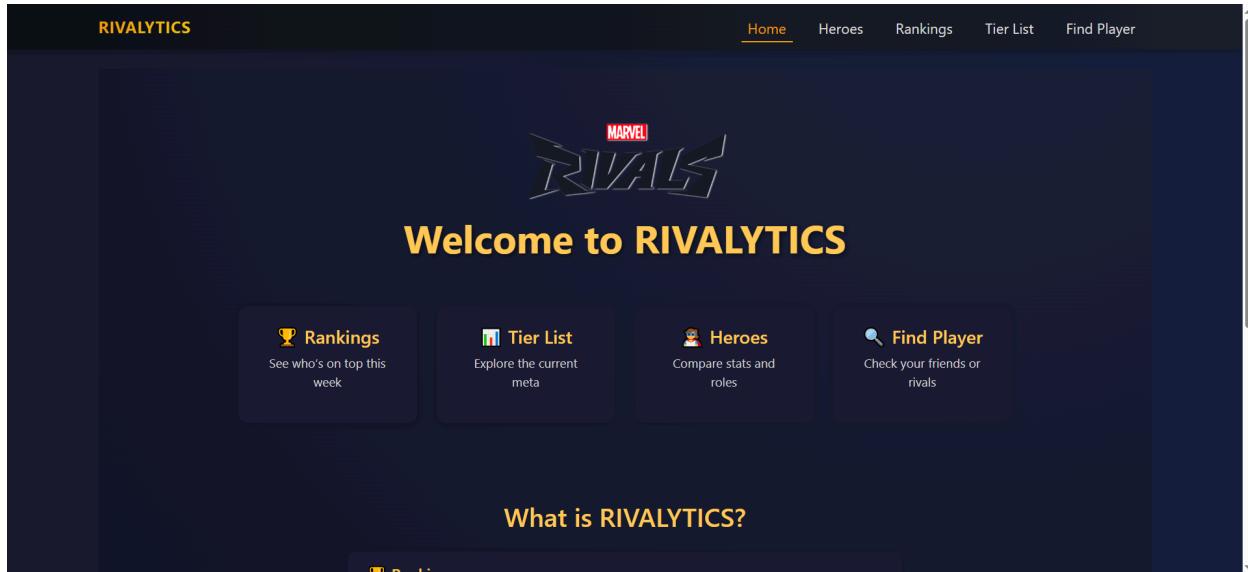
- Final report.
- Github repo completed

PROJECT MANAGEMENT GANTT CHART



IMPLEMENTED FEATURES

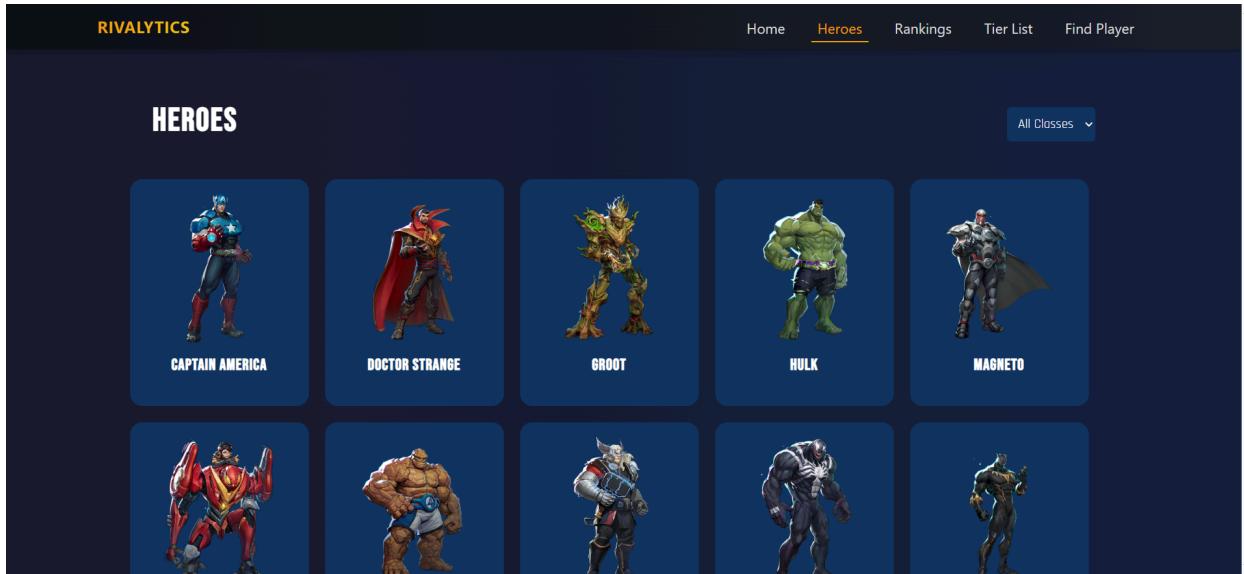
Home Page



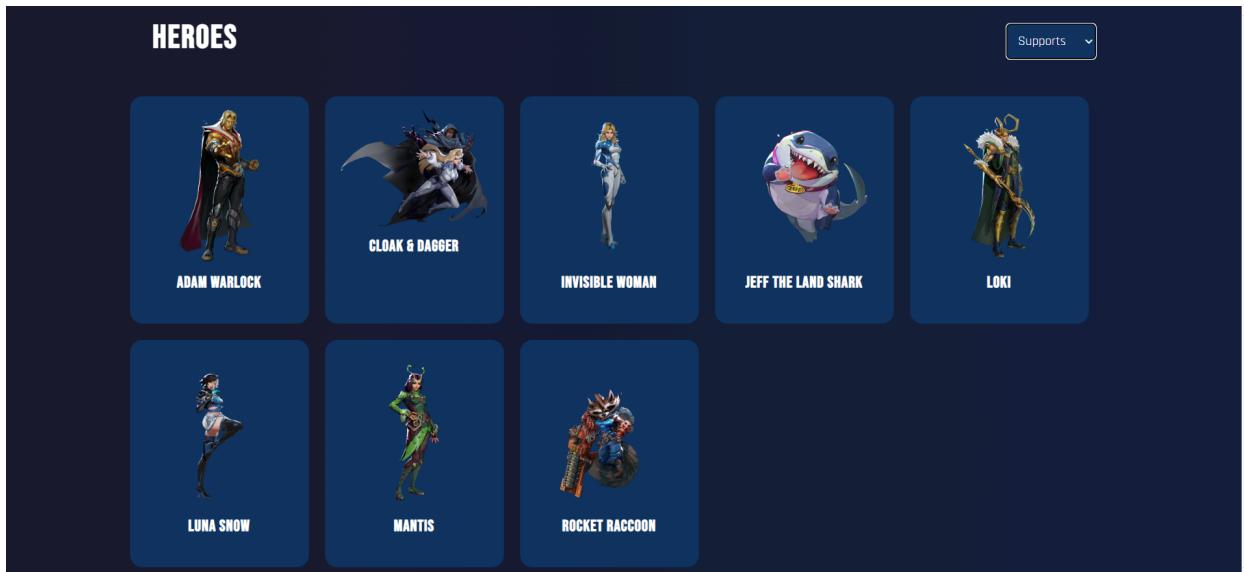
This is the landing page of Rivalytics. It features a simple interface to welcome the user and clickable cards for quick-access to the platform's features. Additionally, there is a Navbar on top for simple and quick navigation between pages.

Heroes Page

The first main feature in the Rivalytics platform is the Heroes page. This page showcases all the heroes currently in the Marvel Rivals game for the user to see.



Additionally, the user has the option to filter the heroes being displayed by class. Below, we can see only the heroes in the support class:



Each hero card is clickable and leads the user into the respective hero's profile page. Here's an example of what the page for hero MAGNETO looks like:

MAGNETO

Real Name: Max Eisenhardt

VANGUARD

Health: 650 HP

Difficulty: ★ ★ ★ ★

Lore

The Master of Magnetism bends even the strongest metal to his whims, shielding his allies and striking at his foes. Whether he calls himself Max Eisenhardt, Erik Lehnsherr, or simply Magneto, the hardships this warrior has endured have made him as unbreakable as the steel he brandishes.

Max Eisenhardt was born with a near-limitless Mutant ability to manipulate magnetic fields. Suffering a lifetime of persecution, Magneto made it his mission to ensure the survival of Mutantkind, no matter the cost. His uncompromising crusade often puts him at odds with other Mutants who seek more peaceful ways to coexist with humanity. Magneto led the campaign to gather the planet's Mutant population and transport them decades into the future to a safe haven on the sentient island Krakoa, protecting his brethren from the growing dangers of the wider world.

Each hero page features an image of said hero, a short description of them below it, their in-game name as well as their “Real Name” (as they appear in Marvel-related media). Their role is highlighted in yellow, as well as how many health points (or HP) they have, and a difficulty rating of up to 5 stars, with 1 being easiest and 5 being hardest. Their lore, that is the character’s personal history and background within the Marvel comics, is also displayed here to better explain who they are and what powers they possess.

Scrolling down a bit, the user can see each of the hero’s abilities:

ABILITIES

MAGNETIC DESCENT PASSIVE Hold to fall slowly.

IRON VOLLEY WEAPON Fire a volley of magnetic orbs forward. The range of the resulting explosion increases based on distance flown.

MAG-CANNON NORMAL Convert the iron rings on Magneto's back into a Mag-Cannon and launch a metallic mass forward. Higher stacks of rings increase damage, and full stacks Knock Back enemies.

METALLIC CURTAIN NORMAL Change the magnetic field around to form a metallic curtain, blocking all incoming Projectiles.

METAL BULWARK NORMAL Conjure a metal shield around a chosen ally. Damage taken will transform into rings on Magneto's back.

METEOR M ULTIMATE Draw in all materials around to forge an iron meteor that deals massive damage upon impact. Absorbing enemy Projectiles can enhance the meteor's power, yet overloading will cause it to self-destruct.

IRON BULWARK NORMAL Conjure an iron shield around himself. Damage taken will transform into rings on Magneto's back.

Each ability card features its name, description and an icon that specifies whether it is a passive ability, ultimate, weapon ability or normal ability.

Hero Rankings

One of the most integral features is the hero rankings. This consists of a comprehensive list that ranks all heroes based on different statistics such as win rate, pick rate, KDA ratio (more on this later), etc. By default, the heroes are ranked by win rate which is widely considered to be the most important stat:

Rank	Hero	Win Rate	Pick Rate	KDA	Avg Damage	Avg Healing	Avg Damage Taken
1	Mantis	54.31%	3.32%	6.77 KDA 12.4 / 5.7 / 26.4	8,391	14,665	8,325
2	Adam Warlock	53.69%	3.08%	3.84 KDA 13.3 / 6.7 / 12.4	9,840	13,947	8,348
3	Peni Parker	53.52%	0.30%	4.15 KDA 16.4 / 4.7 / 3.1	12,902	1,981	19,434
4	Groot	53.15%	3.56%	4.20 KDA 19.9 / 5.5 / 3.2	18,123	0	41,138
5	Magik	52.51%	1.29%	2.72 KDA 18.8 / 6.9 / 0.1	14,584	0	9,280
6	Iron Fist	52.38%	1.06%	2.76 KDA 18.8 / 6.9 / 0.1	13,099	513	11,862

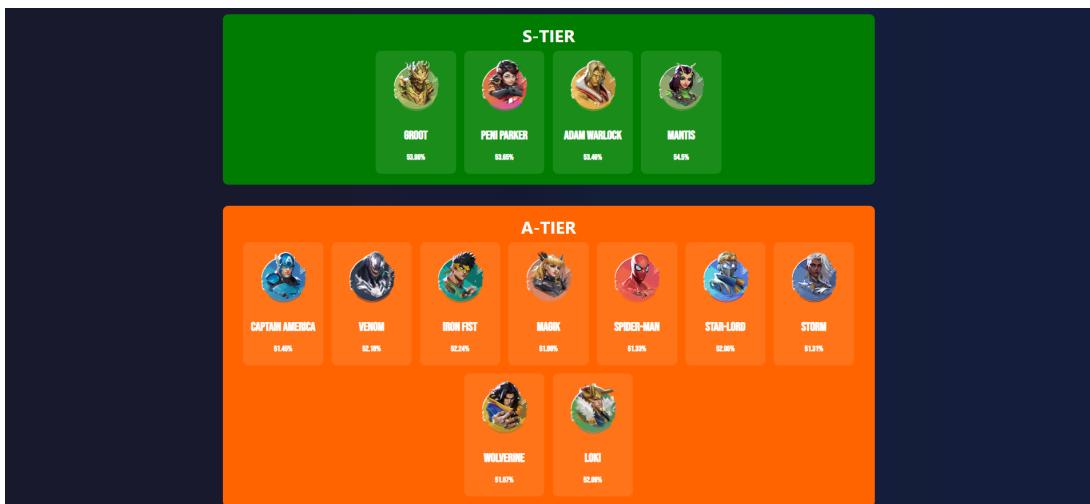
By clicking on each column we can sort the list by its respective stat. The available stats are as follows:

- **Win Rate:** the percentage of games the hero wins overall
- **Pick Rate:** how often they are used by the players
- **KDA:** this acronym stands for Kills, Deaths, Assists and is a popular way to measure performance across most online competitive games. It is calculated by adding up the number of kills and assists and dividing it by the number of deaths.
- **Average Damage Done / Healing / Damage Taken:** These are calculated by dividing the total amounts by the number of matches played.

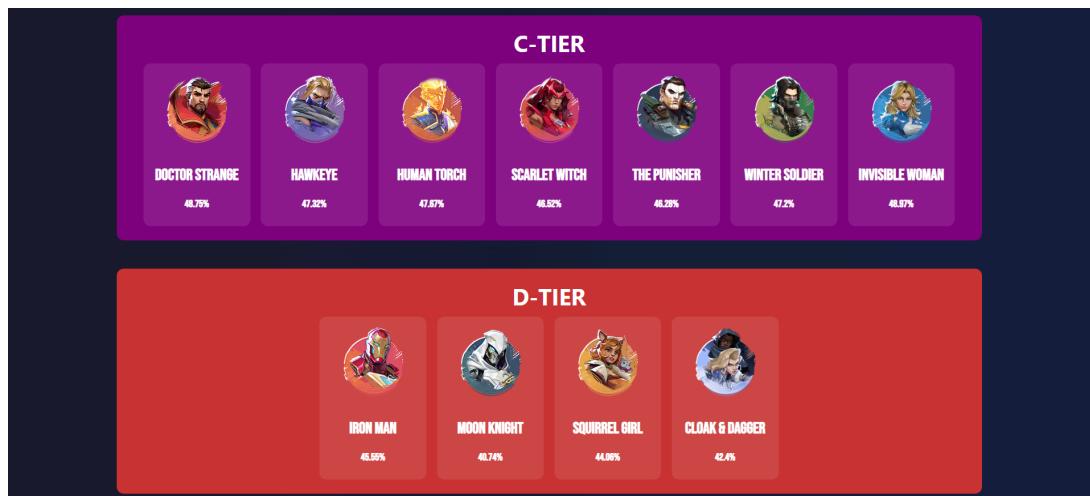
Hero Tier List

A very popular and common way to measure power in competitive video games is by ranking playable characters in a tier list. These tier lists often assign a letter grade, from S which is the highest to D or F which tend to be the lowest. Characters in the S or A tiers are considered to be the strongest and most viable, while those in the lower tiers are meant to be avoided if your objective is to be as competitive as possible.

For the Rivalytics platform, I've designed a tier list that ranks heroes based on their win rate, and assigns them a tier depending on what their win rate is compared to all the other heroes. As such, the strongest heroes are displayed at the top:

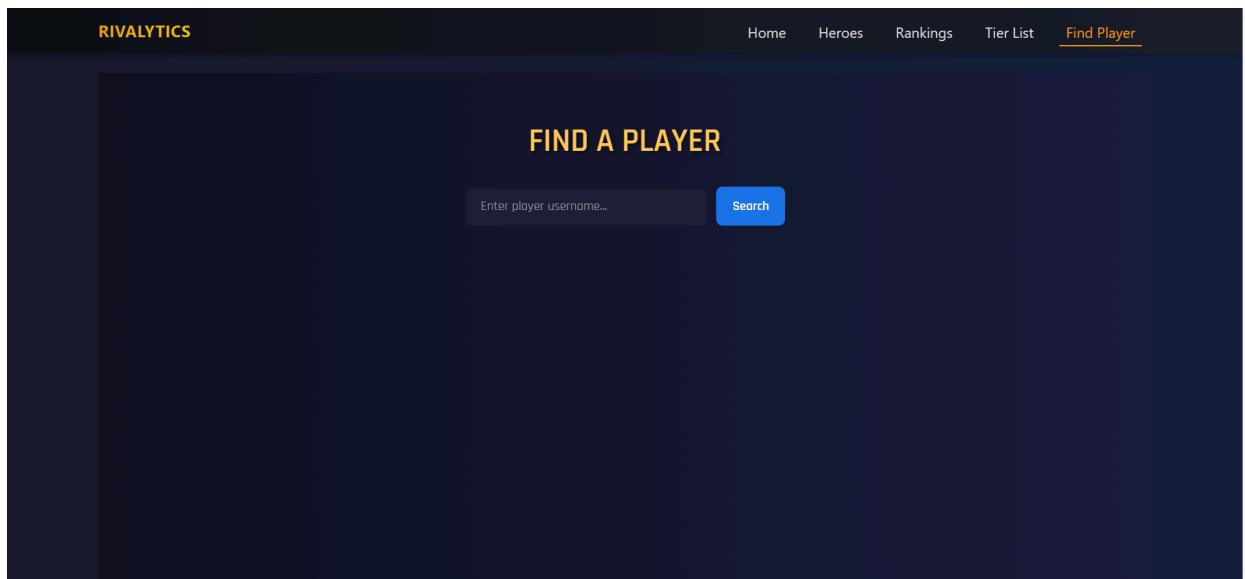


While those least viable are at the bottom:

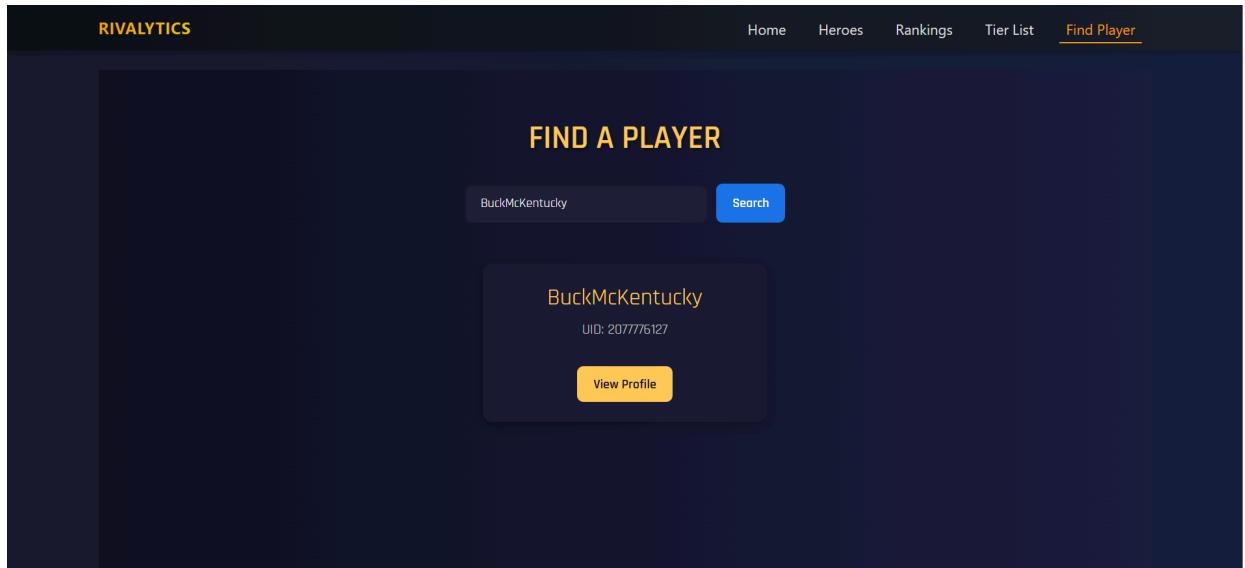


Find Player Tool

While all the features so far have been about the general player base, the Rivalytics platform also allows you to view your own personal stats. For this, you can use the find player tool which lets you search your own (or anyone's) username:



Once a valid username has been entered, the user has the option to click on it to view the profile:



Player Profile

The player profile shows general information about the player such as their name and level, rank information, a quick view at their most played heroes, and a comprehensive list of their match history. This list shows which hero they played, on what map they played, their KDA performance, game mode, and whether they won or lost the match.

This screenshot shows a player profile for "BuckMcKentucky" at Level 27. The profile includes a circular icon with a red moon and bats. Below the name and level, there are tabs for Overview, Heroes, Maps, and Matchups. The Overview tab is selected. On the left, the player's rank is shown as Bronze III with a diamond icon. Below the rank are stats: Win Rate: 0.00% (0W 1L), KDA: 2.15, MVPs: 0, and SVPs: 0. To the right, the "Match History" section displays two recent matches. The first match was a Quick Play on Shin-Shibuya with Iron Man as the hero, resulting in a win (34 / 5 / 0) with a 6.80 KDA. The second match was also a Quick Play on Hall of Djalia with Iron Man as the hero, resulting in a loss (4 / 4 / 0) with a 1.00 KDA.

The user can switch between tabs to see different information. In the “Heroes” tab, the user can see a list of all the heroes they’ve played and their stats on each one:

This screenshot shows the "Heroes" tab of the player profile. It lists four heroes: Iron Man, Star-Lord, Doctor Strange, and Adam Warlock. Each hero entry includes a thumbnail, the hero's name, the number of matches played, win rate, KDA, damage dealt per minute, heal provided per minute, MVPs, SVPs, and total playtime. Iron Man has the highest win rate at 63.16%.

Hero	Matches	Win Rate	KDA	Damage	Heal	MVPs	SVPs	Time
Iron Man	38	63.16%	3.98 16.3 / 4.1 / 0.0	1098.0/min	0.0/min	7	4	4.2 hrs
Star-Lord	16	43.75%	2.38 15.0 / 6.3 / 0.0	814.2/min	0.0/min	1	0	2.1 hrs
Doctor Strange	15	46.67%	2.40 10.7 / 4.5 / 0.1	778.5/min	0.0/min	0	2	1.8 hrs
Adam Warlock	15	80.00%	2.91 5.1 / 5.7 / 11.5	306.3/min	1535.9/min	0	0	2.3 hrs

This allows the user to get a more in-depth understanding of their performance on each of their played heroes.

Moving on to the Maps tab, here the user can see their general performance when playing on each of the available maps in the game:

Map	Matches	Win Rate	KDA	Time
Shin-Shibuya	16	75.00%	3.45 KDA 13.4 / 4.9 / 3.5	2.2 hrs
Hell's Heaven	16	56.25%	2.94 KDA 12.4 / 5.3 / 3.2	1.5 hrs
Hall Of Djalia	14	50.00%	3.64 KDA 15.1 / 4.7 / 2.0	2.1 hrs
Symbiotic Surface	13	61.54%	3.81 KDA 17.5 / 4.8 / 0.8	1.6 hrs
Spider-Islands	12	41.67%	2.28 KDA 7.6 / 4.7 / 3.1	1.3 hrs

Finally, the matchups tab shows the user information about how many times they've played vs each hero in the game and their personal win rate against them:

Hero	Matches	Win Rate
Cloak & Dagger	85	47.06%
Doctor Strange	84	38.10%
Luna Snow	64	31.25%
Invisible Woman	55	32.73%
Magneto	49	44.90%

Evaluation Technique

Due to the niche nature of my project, which is designed for an audience of competitive video gamers in one specific game, I opted to do a user demo with 1 user: this user is a friend of mine who plays Marvel Rivals for a considerable amount of hours and is very competitive. As such, he's part of the audience that Rivalytics caters to. I made him explore the website, and while I did guide him on some parts, I mostly left it to him to explore the features and navigate through the platform. Once he checked everything, I prepared 5 questions to evaluate his experience:

1. How easy was it to navigate the website and find what you were looking for?
2. What are your thoughts on the overall visual style and design of the site?
3. Was the hero details page informative enough and visually appealing?
4. How helpful did you find the Tier List and the stats available in the Rankings features?
5. Was the information on the Player Profile page useful for you?

Based on these questions, I got the following insights and feedback:

- Navigation is straightforward thanks to the navbar
- The “dark mode” style of the website is visually appealing to the user.
- The heroes’ personal pages would be improved if they had more in-depth information about their abilities like their damage numbers, healing numbers, etc.
- Rankings page has plenty of information that is useful to the user
- Tier List could be improved by constructing it with more than just 1 stat.
- Player Profile is the feature that offers the most value to the user due to the sheer amount of information it provides.

Reflections

I'd like to start by reflecting on the challenges I faced when developing this project. By far the biggest challenge was to find the time to develop as many features as I wanted the project to have. In the beginning I made the scope too big on purpose knowing full well that I'd have to abandon some of my ideas. In the end, I had to cut more than I initially would've liked to, and I wish I could've found more time to develop some of the other things I wanted.

That said, I am satisfied with my final product. There's room to improve as with most things, but I can be satisfied with the level of effort I put into this project. One regret I have is that the effort I put in wasn't as consistent throughout the first part of the semester, but looking at the big picture, I feel like I ended up with a product that is good enough and it was through my own effort.

Seeing every page of my project take shape into what I wanted it to be, and especially how I wanted it to look, was the most satisfying part of the project. Throughout most of the project I had to spend a considerable amount of time debugging code and also trial and error regarding the styling, so when things finally came together, there was a sense of huge relief, as well as satisfaction.

Work Logs

The final work logs table contains the work of the entire semester.

Date	Number of Hours	Description of Work Done
January 16, 2025	1	Coming up with ideas for the project
January 17, 2025	1	In-class consultation about 2 different project ideas
January 21, 2025	0.5	Deciding the idea for the project
January 23, 2025	1	Starting the project proposal
January 24, 2025	1	In-class project consultation and initial check-in
January 24, 2025	2	Defining the project's scope and features after consultation
January 25, 2025	3	Continuing project proposal writing

January 26, 2025	4	Finishing project proposal and submitting
February 7, 2025	2	Coming up with the possible endpoints
February 8, 2025	5	Setting up the backend and writing the project report
February 8, 2025	1	Committing to github repo
February 18, 2025	4	Finishing backend work
February 19, 2025	3	Starting the frontend
February 21, 2025	4	Creating the database and populating it
February 22, 2025	5	Continuing frontend work, including heroes page
February 23, 2025	4	Finishing heroes page and starting heroes detail page
February 24, 2025	7	Finishing heroes page, report and video
March 11, 2025	1	Checking out the API documentation and endpoints
March 13, 2025	2	Started work on the tier list page
March 14, 2025	4	Finishing integrating external API to display tier list page
March 15, 2025	3	Developed the search functionality and started player profile page
March 16, 2025	2	Unfinished version of the player profile page
March 16, 2025	2	Progress report
March 20, 2025	1	Testing API calls and finding out issues
March 21, 2025	2	Trying out possible solutions
March 22, 2025	5	Fixed backend-related issues and modified database
March 23, 2025	2	Progress report
March 27, 2025	1.5	Testing API responses and handpicking data
March 29, 2025	6	Integrating API to fetch player data
March 30, 2025	2	Progress report
April 4, 2025	5	Finished overview tab including match history and rank
April 5, 2025	5	Finished heroes tab
April 6, 2025	3	Finished maps and matchups tabs
April 6, 2025	2	Progress report
April 8, 2025	4	Unfinished hero rankings page
April 10, 2025	6	Rankings page and home page finished, navbar styling
April 11, 2025	2	Rebuilt heroes page
April 11, 2025	1	User demo

April 12, 2025	4	Started final report and slides
April 13, 2025	6	Finished report and slides
April 13, 2025	1	Final github commit and submission on Blackboard

Concluding Remarks

This project has been a challenge in more ways than one. It challenged me both as a person and as a programmer. As a person, having to balance all other aspects of my life with the development of the project was a big challenge. As a programmer, even though I consider my project a simple one, I feel like my personal coding capabilities were stretched to the max.

Now, at the end of this journey that had highs and lows, I am happy and satisfied, while at the same time recognizing that it could have been better.

References

- **LoLalytics** · League of Legends Analytics (n.d.). <https://lolalytics.com/>
- **Overbuff** - Overwatch 2 Statistics. (n.d.). <https://www.overbuff.com/>
- **OpenAI. (2024). ChatGPT** (April 2024 version) [Large language model]. <https://chat.openai.com/>

This project utilized OpenAI's ChatGPT to assist with brainstorming ideas, coding support, debugging, UI/UX suggestions, and documentation drafting.

Appendix A: Installation Guide

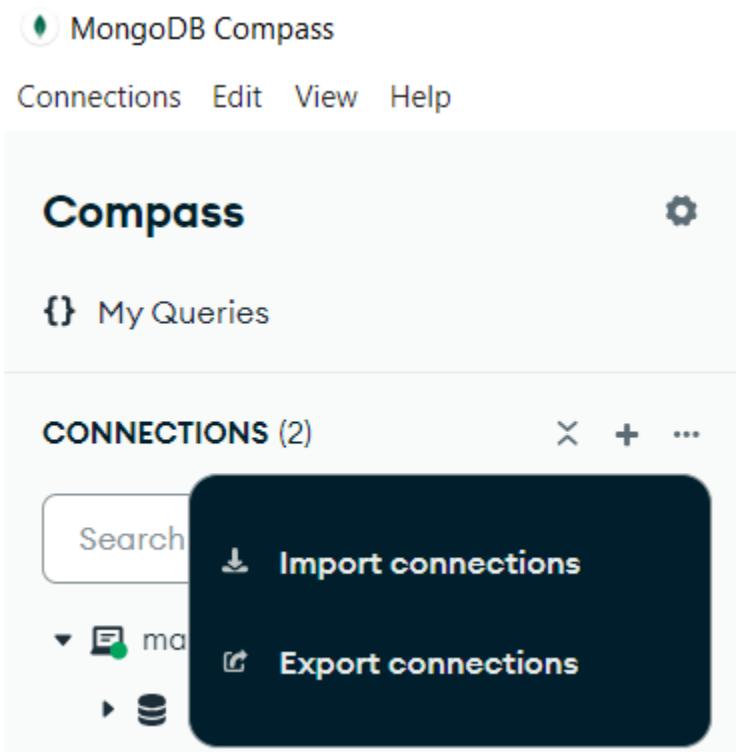
Prerequisites

Ensure you have the following tools installed on your machine:

- **Node.js** (v18 or later recommended) – [Download here](#)
- **MongoDB Compass** – [Download here](#)
- **MongoDB Server**

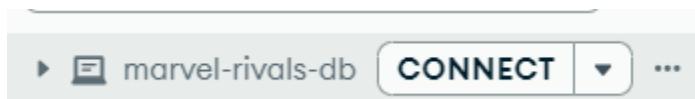
MongoDB Setup with Compass

1. Open MongoDB Compass.
2. Connect to your local MongoDB server using:
mongodb://localhost:27017
3. In the left sidebar, click on the dots and select 'Import connections'



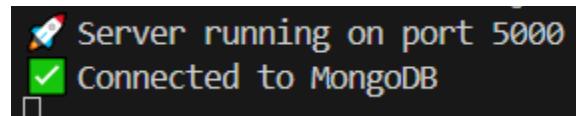
4. Select the JSON file named 'Rivalytics_Database' that you can find in the 'Misc' folder of the repo.

5. Select the database and click on import.
6. Click on “CONNECT”



Running the Backend

1. On VSCode, open the repo folder.
2. Open the Implementation folder and right click on the backend folder.
3. Select ‘Open in integrated terminal’
4. Type “node server.js” and hit enter.
5. If you see these 2 messages, your backend is good to go:



Running the Frontend

1. Similarly to the backend, open a terminal for the frontend folder located in the Implementation folder.
2. Type “npm start”
3. The website should open shortly.

That's it! You're ready to start using Rivalytics!

Appendix B: User Guide

Welcome to Rivalytics, here's a user guide showcasing how to use all the features in the platform:

Home Page

When you first arrive at the site, you'll land on the **Home Page**. Here you'll find a quick links section with cards that take you to the most important parts of the site:

- **Rankings:** For general hero rankings based on a variety of stats
- **Tier List:** To see our own generated tier list that ranks all heroes
- **Heroes:** Here you will find information about all heroes in the game
- **Find Player:** To look up your own profile, or your friends'

You can also use the navigation bar at the top of the screen to access any section of the site from anywhere.

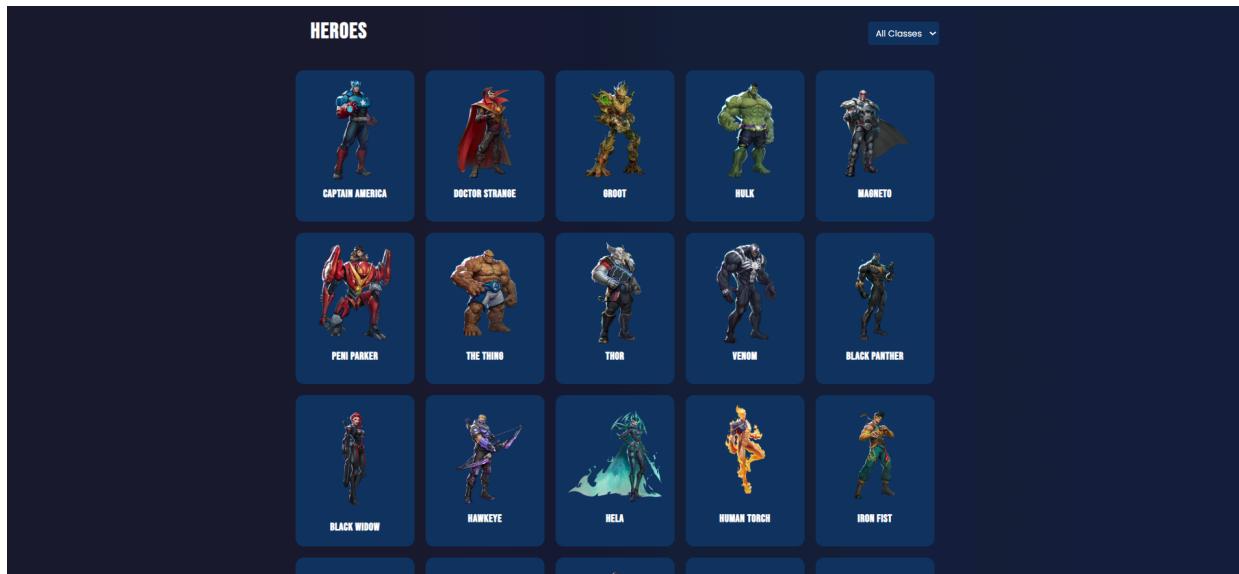


The screenshot shows the Rivalytics homepage with a dark blue background. At the top, there's a navigation bar with the "RIVALYTICS" logo on the left and "MARVEL RIVALS" on the right. Below the navigation bar, the main title "Welcome to RIVALYTICS" is displayed in large, bold, yellow letters. Underneath the title, there are four cards with rounded corners, each containing a title, an icon, and a brief description. The cards are arranged horizontally. From left to right, they are: "Rankings" (trophy icon), "Tier List" (chart icon), "Heroes" (person icon), and "Find Player" (magnifying glass icon). At the bottom of the page, the text "What is RIVALYTICS?" is centered, followed by a small "TOP Rankings" link at the very bottom.

Heroes

Click on Heroes from the navbar or home page to:

- View a gallery of all available heroes, each represented by a card.
- Filter heroes by role: Tank, Duelist, or Support.
- Click on any hero card to open a more detailed page on them.



Hero Details

Each Hero Details Page shows:

- Hero name, real name, role, difficulty (as stars), and health (as a green bar).
- A detailed lore/biography section.
- A visual list of the hero's abilities, showing:
 - Ability icon
 - Name
 - Type (e.g., Ultimate, Weapon, etc.)
 - Description



Rankings

Click on Rankings in the navbar to view a sortable list of all heroes ranked by their performance metrics. Each row includes:

- Hero icon and name
- Win Rate
- Pick Rate
- KDA (with full kills/deaths/assists)
- Average damage, healing, and damage taken per match

Click any column header to sort the list by that stat.

Additionally, the Rank column indicates their current position in the leaderboard.

Hero Rankings

Rank	Hero	Win Rate	Pick Rate	KDA	Avg Damage	Avg Healing	Avg Damage Taken
1	Mantis	54.31%	3.32%	6.77 KDA 12.4 / 5.7 / 26.4	8,391	14,665	8,325
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3	Peni Parker	53.52%	0.30%	4.15 KDA 16.4 / 4.7 / 3.1	12,902	1,981	19,434
4	Groot	53.15%	3.56%	4.20 KDA 19.9 / 5.5 / 3.2	18,123	0	41,138
5	Magik	52.51%	1.29%	2.72 KDA 18.8 / 6.9 / 0.1	14,584	0	9,280
6	Iron Fist	52.38%	1.06%	2.76 KDA 18.0 / 6.5 / 0.1	13,099	513	11,862
7	Loki	51.93%	5.44%	6.73 KDA 12.1 / 5.1 / 22.0	7,575	24,286	6,652
8	Venom	51.87%	1.98%	4.68 KDA 17.3 / 4.8 / 5.2	13,661	0	26,637



Tier List

Go to the Tier List section to:

- See a categorized breakdown of heroes based on their performance.
- Tiers (e.g., S, A, B) are based on their win rate data.
- Each hero's name, icon and win rate number.

HERO TIER LIST

S-TIER



GROOT

51.86%



PENI PARKER

51.95%



ADAM WARLOCK

51.46%



MANTIS

51.5%

A-TIER



CAPTAIN AMERICA

51.45%



VENOM

52.10%



IRON FIST

52.24%



MAGIK

51.86%



SPIDER-MAN

51.33%



STAR-LORD

52.00%



STORM

51.31%



WOLVERINE

51.87%



LOKI

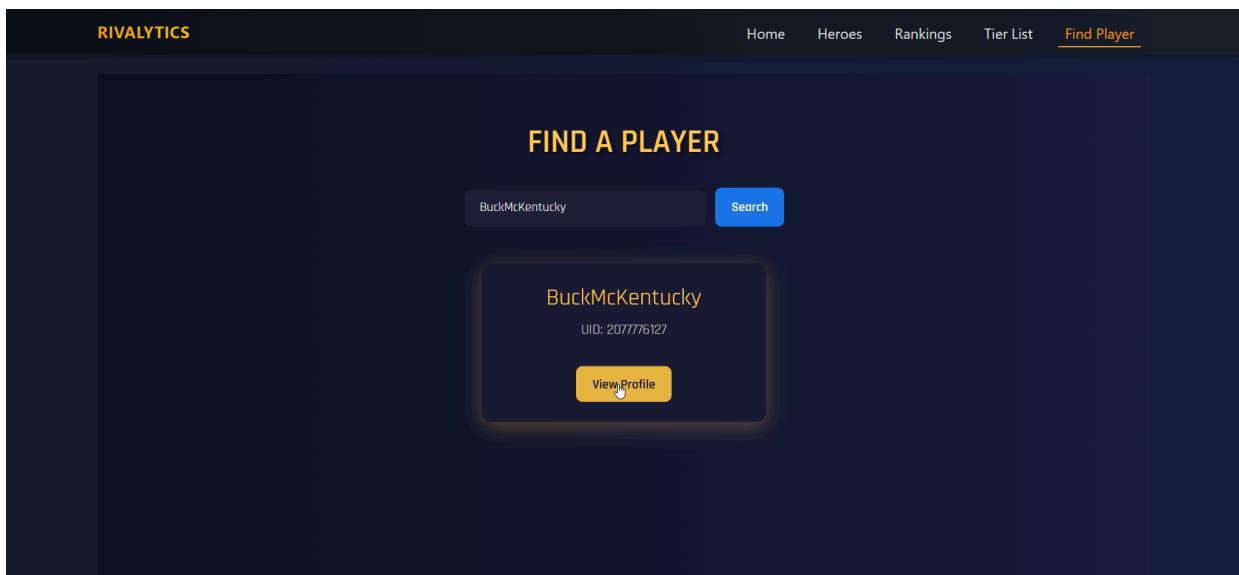
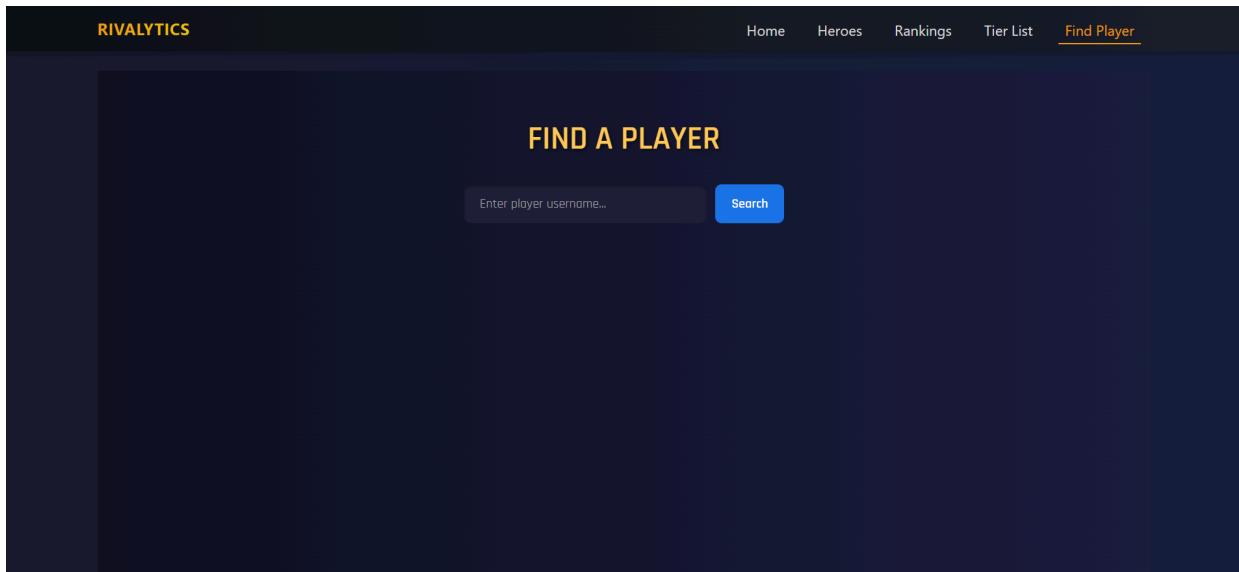
52.09%



Find Player

Navigate to Find Player to search for Marvel Rivals players:

- Enter a username in the search bar (case sensitive).
- Click Search to look them up.
- If a valid username is entered, their name and UID are displayed in a card
- Click "View Profile" to open a detailed profile page.



Player Details

Once clicked on the View Profile button, you'll see a comprehensive dashboard showing:

- Player name, icon, and rank
- KDA, win rate, MVPs/SVPs, and more.
- Top 5 heroes played (with tabs for selecting between Competitive and Quick Play)

- Match history: shows hero used, map, match type, stats, duration

BuckMcKentucky
Level: 27

Overview Heroes Maps Matchups

Rank
 Bronze III
Win Rate: 0.00% (0W 1L)
KDA: 2.15
MVPs: 0
SVPs: 0

Top Heroes
 Iron Man 3.99 KDA
16.3/4.1/0.0 63%
38 games

Match History

Match Type	Map	Hero	Win/Loss	Duration	KDA
Quick Play	Shin-Shibuya	Iron Man	WIN 8m 9s	34 / 5 / 0	6.80 KDA
Quick Play	Hall of Djalia	Iron Man	LOSS 8m 13s	4 / 4 / 0	1.00 KDA
Quick Play	Yggdrasill Path	Iron Man	WIN 5m 51s	17 / 1 / 0	17.00 KDA
Quick Play	Royal Palace	Magneto	LOSS 8m 55s	3 / 5 / 0	0.60 KDA

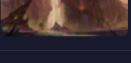
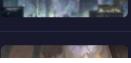
Heroes tab: full stats for every hero played by the user, including:

- Win Rate
- KDA
- Damage/Healing per minute
- MVPs, SVPs, Time Played
- Sortable by clicking stat headers

Competitive		Quick Play							
Hero		Matches	Win Rate	KDA	Damage	Heal	MVPs	SVPs	Time
	Iron Man	38	63.16%	3.98 16.3 / 4.1 / 0.0	1098.0/min	0.0/min	7	4	4.2 hrs
	Star-Lord	16	43.75%	2.38 15.0 / 6.3 / 0.0	814.2/min	0.0/min	1	0	2.1 hrs
	Doctor Strange	15	46.67%	2.40 10.7 / 4.5 / 0.1	778.5/min	0.0/min	0	2	1.8 hrs
	Adam Warlock	15	80.00%	2.91 5.1 / 5.7 / 11.5	306.3/min	1535.9/min	0	0	2.3 hrs
	Storm	13	30.77%	4.76 13.5 / 4.2 / 6.5	1252.5/min	0.0/min	0	1	1.4 hrs
	Magneto	4	0.00%	1.00 4.3 / 4.3 / 0.0	554.3/min	0.0/min	0	0	28 mins
	Rocket Raccoon	3	66.67%	4.15 5.3 / 4.0 / 11.3	246.7/min	1793.4/min	0	0	18 mins

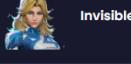
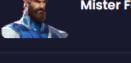
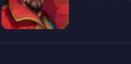
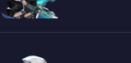
Maps tab: map performance stats including:

- Matches
- Win Rate
- KDA
- Time played
- Sortable by clicking stat headers

Map		Matches	Win Rate	KDA	Time
	Shin-Shibuya	16	75.00%	3.45 KDA 13.4 / 4.9 / 3.5	2.2 hrs
	Hell's Heaven	16	56.25%	2.94 KDA 12.4 / 5.3 / 3.2	1.5 hrs
	Hall Of Djalia	14	50.00%	3.64 KDA 15.1 / 4.7 / 2.0	2.1 hrs
	Symbiotic Surface	13	61.54%	3.81 KDA 17.5 / 4.8 / 0.8	1.6 hrs
	Spider-Islands	12	41.67%	2.28 KDA 7.6 / 4.7 / 3.1	1.3 hrs
	Midtown	11	27.27%	2.39 KDA 7.4 / 5.1 / 4.8	1.3 hrs

Matchups tab: hero matchup data, including:

- Matches played against
- Win Rate against each hero

Hero	Matches	Win Rate
 Squirrel Girl	1	100.00%
 Invisible Woman	1	100.00%
 Mister Fantastic	1	100.00%
 Doctor Strange	1	100.00%
 Luna Snow	1	100.00%
 Moon Knight	1	100.00%

