CGS Brief – Heatmap

Heatmap

Create a heatmap that can be recorded during a play session of analyitic purposes for the developer, using editor windows and inspector tools to review the data one collected, the data will store player or entity data in order for it to be reviewed for trends, this data must be visualised and overlayed on a screenshot of the map provided.

Proof-of-Concept Application

What to think about when creating the application:

- A camera that captures the play space (level).
- Custom windows to visualise the final heatmap created from a play session.
- Can be visualised as a single map from one tracked entity (For example, the player).
- Can be visualised as all tracked entity motion.
- When tracking a player it will recored other information important to the game created (score, ranking, timer, etc.)
- When tracking an entity it shows the traversed path (The way a bullet moved, the path an AI entity took, etc).
- Have the movement data of an entity displayed in realtime for the developer to view in a separate window.

Extension

How can we take this further to showcase a skillset in a portfolio piece:

- Have the information be used in a shader to generate a realtime heatmap.
- Have a high score system go with it and let the develop filter and stack player data.
- Have a layer system to track player paths, enemy paths and projectile paths all from the same save data.
- Use a timeline system to record player positions over time and replay the heatmap data in realtime, giving the developer controls to fast forward or rewind the replay.