

Honkai Star Rail Character stats

team member:




吳銘恩
林柏叡
張鐙友

Dataset

source: Honkai star rail data(kaggle)(~1.3)

hsr.honeyhunterworld(1.4~1.6)

Dataset

▲ character	# rarity	▲ path	▲ combat_type	# wb_b-atk	# wb_skill												
The name of the character in the Honkai Star Rail game	The rarity level of the character, indicating their overall level of rarity or uniqueness	The "class" of the character's development within the game	The character's combat specialization or role, defining their strengths and abilities in battles	Weakness break value of the basic attack	Weakness the skill												
33 unique values	 4185	<table><tr><td>nihility</td><td>18%</td></tr><tr><td>destruction</td><td>18%</td></tr><tr><td>Other (21)</td><td>64%</td></tr></table>	nihility	18%	destruction	18%	Other (21)	64%	<table><tr><td>lightning</td><td>18%</td></tr><tr><td>ice</td><td>15%</td></tr><tr><td>Other (22)</td><td>67%</td></tr></table>	lightning	18%	ice	15%	Other (22)	67%	 3018	 0186015
nihility	18%																
destruction	18%																
Other (21)	64%																
lightning	18%																
ice	15%																
Other (22)	67%																
march_7th	4	preservation	ice	30	0												
dan_heng	4	hunt	wind	30	60												
himeko	5	erudition	fire	30	60												
welt	5	nihility	imaginary	30	30												
kafka	5	nihility	lightning	30	60												
silver_wolf	5	nihility	quantum	30	60												
arlan	4	destruction	lightning	30	60												
asta	4	harmony	fire	30	30												
herta	4	erudition	ice	30	30												
bronya	5	harmony	wind	30	0												
seele	5	hunt	quantum	30	60												

Scenario

Ian is a player and he see the character list in the game to find out the character he like.

He wants to know the character's attribute, but the game doesn't give the information



you can't know the stats
if you don't have the character



you can see the stats
if you have the character

Scenario

So he comes to our website to see the information.

He uses the filter of path and combat_type to find quickly the character he wants.

Then, he regards hp and atk as the x and y axes to compare the character with the others.

Finally, he check the point to see the character' spd, max_energy....

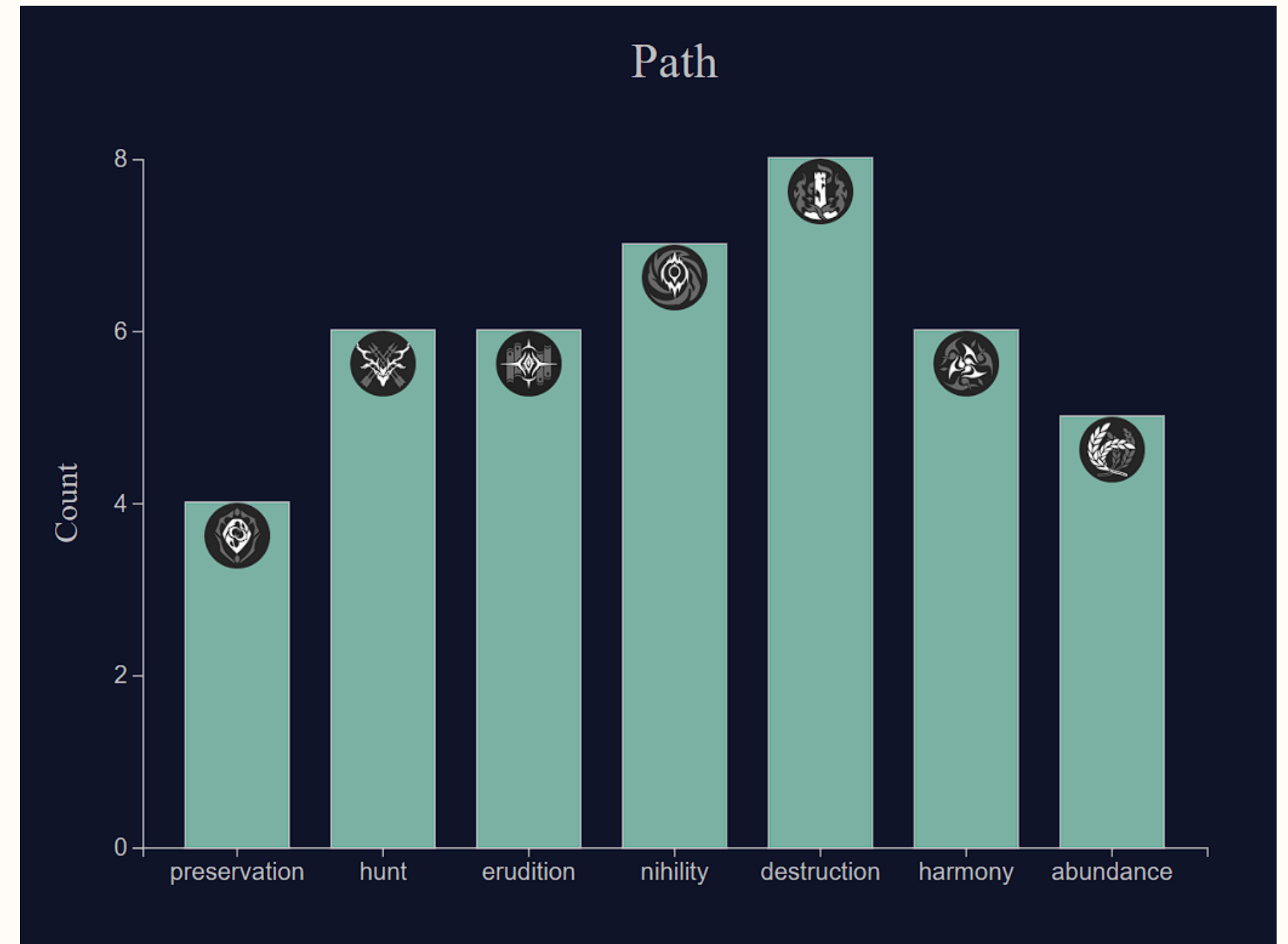
Project

Path

bar chart to see the count of every path

give the icons corresponding to each path
to let users easily recognize

users can click the bar to select which
character to the path he wants to look at
in scatter plot



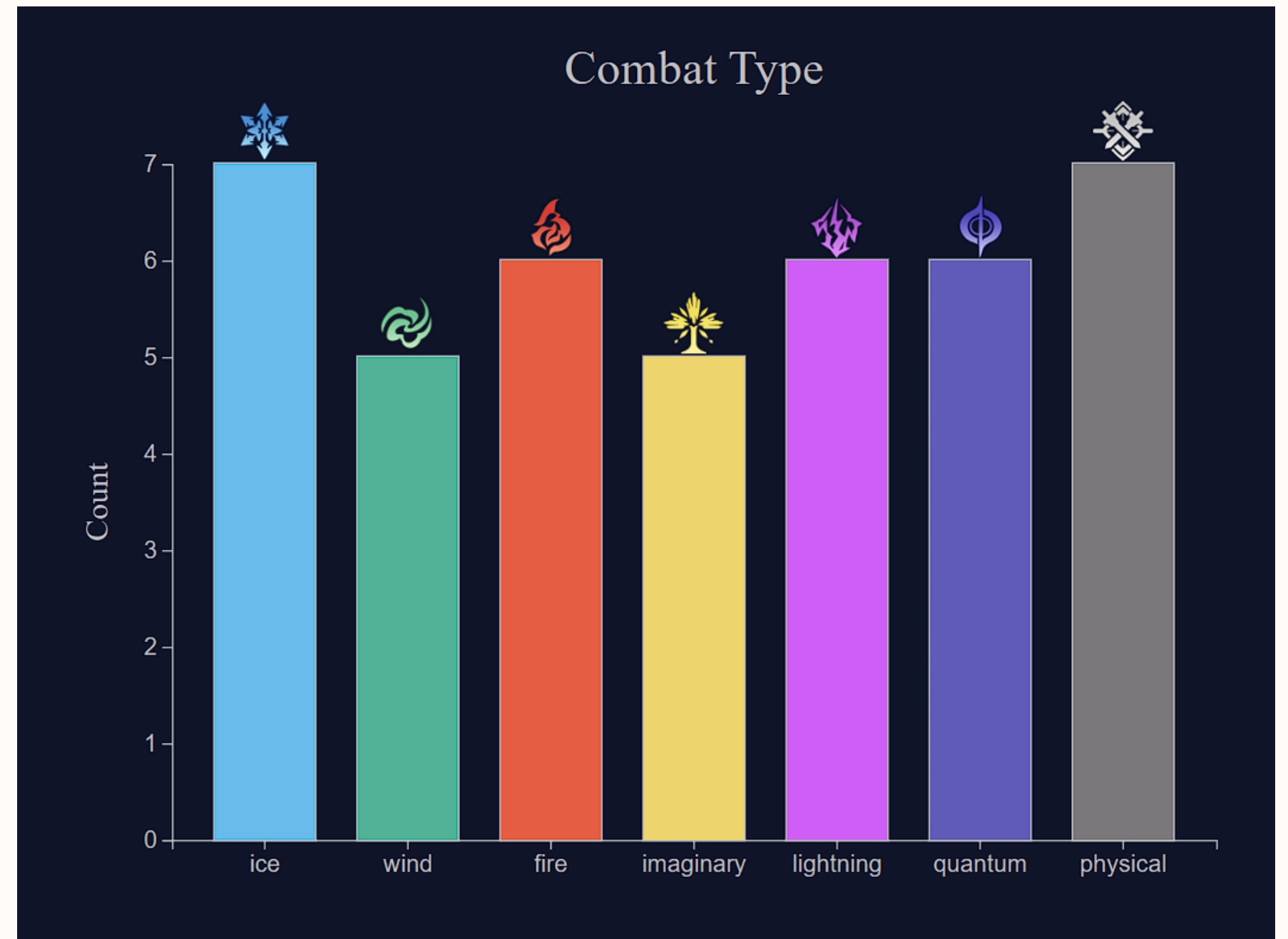
Project

Combat Type

bar chart to see the count of every combat type

give the icons and color corresponding to each combat type
to let users easily recognize

users can click the bar to select which character to the combat type he wants to look at in scatter plot



Project

Overview

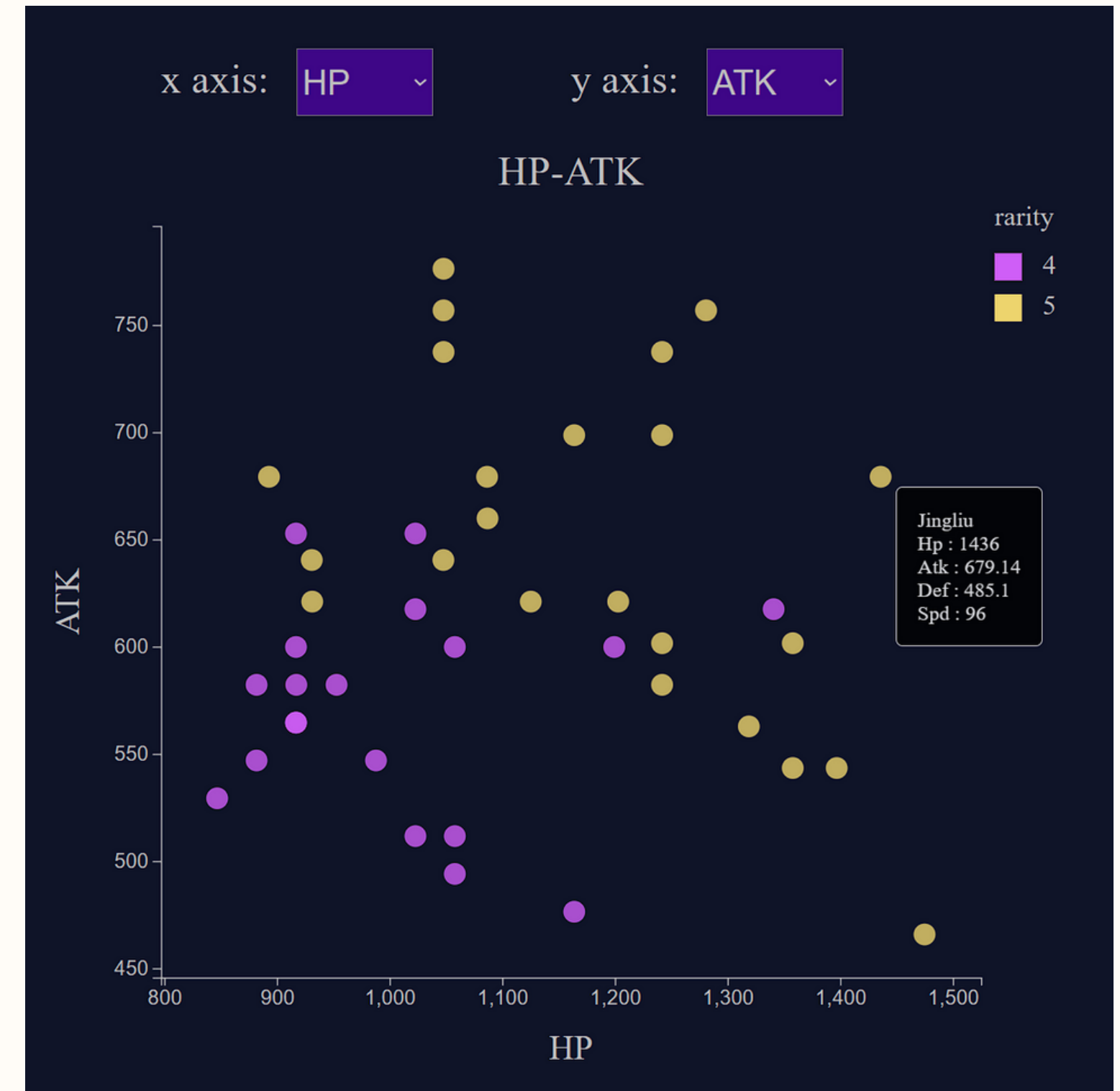
scatter chart to see the distribution of characters with two attributes

give the color corresponding to the rarity

users can choose which attribute to take it as x axis or y axis

users can make the mouse on the circle show the tip about the attributes

users can also click the circle make the character show on the table on the right



Project

Table

after users choose the characters their wants to see, they can compare them easily

users can also click the category, and then the data will be sorted by the category

character	HP	ATK	DEF	SPD	ENERGY
Jingliu	1436	679.14	485.1	96	140
Huohuo	1358	601.52	509.36	98	140
hook	1341	617.4	352.8	94	120
luocha	1281	756.76	363.83	101	100
clara	1242	737.35	485.1	90	110
dan_heng_IL	1242	698.54	363.83	102	140