Proposal

Basic information:

title: Honkai Star Rail Character

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Overview:

The game has lots of different characters, and they have many attributes, but players can’t see some important attributes in the game if players don’t have characters, like: hp, atk, def…. To deal with this problem, we will build a data visualization that allows users to look at which character they want to know. Additionally, we will have some filter to find character faster, and use scatter plot to compare other character’ attributes.

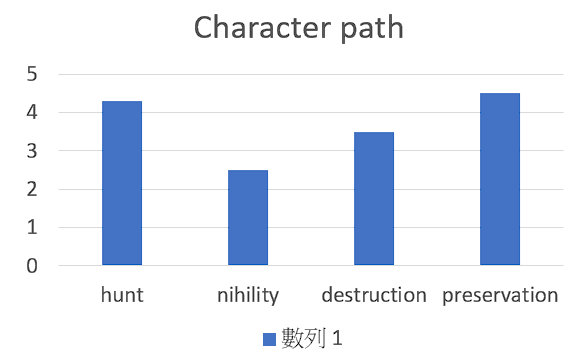
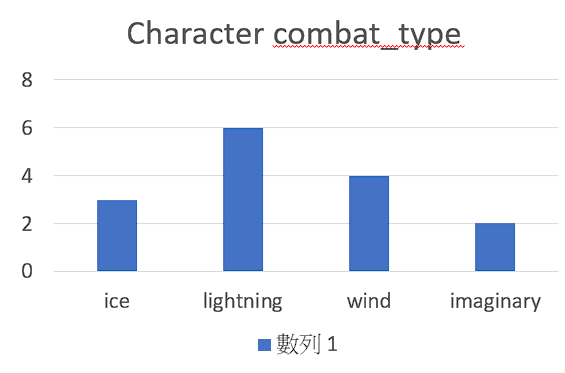
Data and Data Processing:

data source: [Honkai Star Rail Character Dataset (kaggle.com)](https://www.kaggle.com/datasets/ridhopandhu/honkai-star-rail-character-data)

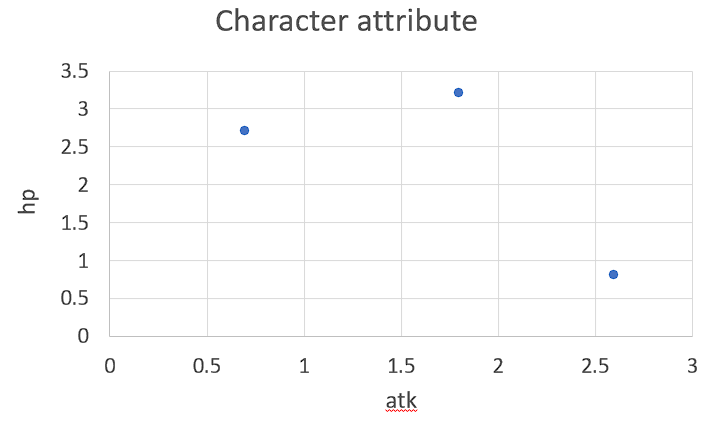
We will make bar chart of path and combat\_type and use them to do the filter. After that, we use the filter to create scatter plot and users can choose attributes(atk, hp…) to regard them as the x and y axes. Lastly, users can check the point in the scatter plot to get more information about the charcter.

Usage scenarios & tasks:

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’ attribute, but the game doesn’t give the information, 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, taunt and max\_energy.

Visualization Design & Sketch:

Users can click the bar to use that path or combat\_type as filters.



Then, the filtered data presents on the scatter plot to do the comparison.

Work breakdown and schedule:

Character path graph: 2hr

Character combat\_type graph: 2hr

Character attribute graph: 2hr