

초기 Dummy 입장 Warm-up 이후 Tick count 100회 측정 Data

1차 Data

Avg HeatTable							
대상	Bench1	Bench2	Bench3	Bench4	Bench5	Bench6	Bench7
Room	2248.13	100.92 (-95.5%)	62.94 (-37.6%)	56.74 (-9.8%)	30.67 (-45.9%)	28.15 (-8.2%)	2.48 (-91.2%)
Monster	150.88	19.85 (-86.9%)	18.43 (-7.1%)	9.46 (-48.7%)	2.88 (-69.6%)	3.75 (+30.2%)	0.50 (-86.7%)
Projectile	106.08	24.30 (-77.1%)	16.21 (-33.3%)	12.67 (-21.8%)	3.71 (-70.7%)	4.33 (+16.7%)	0.65 (-85.0%)
Field	1859.30	31.67 (-98.3%)	7.85 (-75.2%)	10.82 (+37.8%)	0.12 (-98.9%)	0.07 (-41.7%)	0.73 (+942.9%)
SkillSystem	120.38	11.11 (-90.8%)	7.45 (-33.0%)	7.92 (+6.3%)	4.13 (-47.9%)	0.02 (-99.5%)	0.25 (+1150.0%)
RemoveList	11.38	13.89 (+22.1%)	12.92 (-7.0%)	15.78 (+22.1%)	19.70 (+24.9%)	19.89 (+1.0%)	0.23 (-98.8%)

2차 Data

Avg HeatTable							
대상	Bench1	Bench2	Bench3	Bench4	Bench5	Bench6	Bench7
Room	2248.13	100.92 (-95.5%)	62.94 (-37.6%)	56.74 (-9.8%)	30.67 (-45.9%)	28.15 (-8.2%)	2.48 (-91.2%)
Monster	150.88	19.85 (-86.9%)	18.43 (-7.1%)	9.46 (-48.7%)	2.88 (-69.6%)	3.75 (+30.2%)	0.50 (-86.7%)
Projectile	106.08	24.30 (-77.1%)	16.21 (-33.3%)	12.67 (-21.8%)	3.71 (-70.7%)	4.33 (+16.7%)	0.65 (-85.0%)
Field	1859.30	31.67 (-98.3%)	7.85 (-75.2%)	10.82 (+37.8%)	0.12 (-98.9%)	0.07 (-41.7%)	0.73 (+942.9%)
SkillSystem	120.38	11.11 (-90.8%)	7.45 (-33.0%)	7.92 (+6.3%)	4.13 (-47.9%)	0.02 (-99.5%)	0.25 (+1150.0%)
RemoveList	11.38	13.89 (+22.1%)	12.92 (-7.0%)	15.78 (+22.1%)	19.70 (+24.9%)	19.89 (+1.0%)	0.23 (-98.8%)












































## 1차 Data

StdDev HeatTable							
대상	Bench1	Bench2	Bench3	Bench4	Bench5	Bench6	Bench7
Room	639.10	62.26 (-90.3%)	65.12 (+4.6%)	42.59 (-34.6%)	16.88 (-60.4%)	10.56 (-37.4%)	1.97 (-81.3%)
Monster	94.39	50.98 (-46.0%)	56.67 (+11.2%)	28.20 (-50.2%)	10.29 (-63.5%)	9.90 (-3.8%)	1.40 (-85.9%)
Projectile	50.49	23.61 (-53.2%)	28.55 (+20.9%)	21.35 (-25.2%)	6.45 (-69.8%)	6.84 (+6.0%)	1.19 (-82.6%)
Field	515.66	29.56 (-94.3%)	20.96 (-29.1%)	17.04 (-18.7%)	0.13 (-99.2%)	0.12 (-7.7%)	1.21 (+908.3%)
SkillSystem	65.03	19.45 (-70.1%)	20.93 (+7.6%)	24.69 (+18.0%)	15.31 (-38.0%)	0.02 (-99.9%)	0.44 (+2100.0%)
RemoveList	3.22	2.07 (-35.7%)	2.24 (+8.2%)	3.22 (+43.8%)	1.85 (-42.5%)	1.63 (-11.9%)	0.10 (-93.9%)












































## 2차 Data

StdDev HeatTable							
대상	Bench1	Bench2	Bench3	Bench4	Bench5	Bench6	Bench7
Room	275.03	65.23 (-76.3%)	32.01 (-50.9%)	25.56 (-20.1%)	10.30 (-59.7%)	6.30 (-38.8%)	1.30 (-79.4%)
Monster	85.13	54.88 (-35.5%)	20.30 (-63.0%)	12.03 (-40.7%)	3.59 (-70.2%)	3.81 (+6.1%)	0.63 (-83.5%)
Projectile	41.55	23.10 (-44.4%)	15.23 (-34.1%)	14.93 (-2.0%)	4.68 (-68.6%)	4.61 (-1.5%)	0.89 (-80.7%)
Field	252.53	27.53 (-89.1%)	9.03 (-67.2%)	10.42 (+15.4%)	0.10 (-99.0%)	0.10 (+0.0%)	0.60 (+500.0%)
SkillSystem	65.04	20.26 (-68.8%)	13.03 (-35.7%)	14.85 (+14.0%)	8.93 (-39.9%)	0.02 (-99.8%)	0.45 (+2150.0%)
RemoveList	1.37	2.85 (+108.0%)	1.07 (-62.5%)	3.62 (+238.3%)	1.68 (-53.6%)	1.46 (-13.1%)	0.05 (-96.6%)

## 1차 Data

🚀 p99 HeatTable							
대상	 Bench1	 Bench2	 Bench3	 Bench4	 Bench5	 Bench6	 Bench7
Room	2276.16	362.75  (-84.1%)	371.53  (+2.4%)	238.78  (-35.7%)	128.08  (-46.3%)	93.77  (-26.8%)	10.71  (-88.6%)
Monster	320.28	296.75  (-7.4%)	307.00  (+3.4%)	225.39  (-26.6%)	78.39  (-65.2%)	74.86  (-4.5%)	9.55  (-87.3%)
Projectile	215.95	87.59  (-59.4%)	115.12  (+31.5%)	106.14  (-7.8%)	37.11  (-65.0%)	39.11  (+5.4%)	5.37  (-86.3%)
Field	1731.55	99.68  (-94.2%)	76.57  (-23.2%)	70.92  (-7.4%)	0.45  (-99.4%)	0.71  (+57.8%)	3.44  (+384.5%)
SkillSystem	246.72	103.03  (-58.2%)	98.07  (-4.8%)	151.98  (+54.9%)	104.36  (-31.3%)	0.19  (-99.8%)	2.15  (+1031.6%)
RemoveList	30.98	26.88  (-13.2%)	24.95  (-7.2%)	25.83  (+3.5%)	26.91  (+4.2%)	25.40  (-5.6%)	1.10  (-95.7%)

## 2차 Data

🚀 p99 HeatTable							
대상	 Bench1	 Bench2	 Bench3	 Bench4	 Bench5	 Bench6	 Bench7
Room	2844.11	403.47  (-85.8%)	161.77  (-59.9%)	133.31  (-17.6%)	68.34  (-48.7%)	49.69  (-27.3%)	8.10  (-83.7%)
Monster	301.10	283.89  (-5.7%)	74.84  (-73.6%)	52.39  (-30.0%)	24.20  (-53.8%)	15.18  (-37.3%)	2.37  (-84.4%)
Projectile	229.27	91.56  (-60.1%)	56.30  (-38.5%)	68.46  (+21.6%)	19.43  (-71.6%)	19.80  (+1.9%)	3.75  (-81.1%)
Field	2548.35	100.98  (-96.0%)	32.83  (-67.5%)	39.78  (+21.2%)	0.53  (-98.7%)	0.43  (-18.9%)	2.81  (+553.5%)
SkillSystem	246.03	113.53  (-53.9%)	59.46  (-47.6%)	75.82  (+27.5%)	40.09  (-47.1%)	0.07  (-99.8%)	2.46  (+3414.3%)
RemoveList	15.43	24.17  (+56.6%)	16.94  (-29.9%)	23.29  (+37.5%)	27.64  (+18.7%)	26.09  (-5.6%)	0.56  (-97.9%)

## 1차 Data

Max HeatTable							
대상	Bench1	Bench2	Bench3	Bench4	Bench5	Bench6	Bench7
Room	2276.16	362.75 (-84.1%)	371.53 (+2.4%)	238.78 (-35.7%)	128.08 (-46.3%)	93.77 (-26.8%)	10.71 (-88.6%)
Monster	320.28	296.75 (-7.4%)	307.00 (+3.4%)	225.39 (-26.6%)	78.39 (-65.2%)	74.86 (-4.5%)	9.55 (-87.3%)
Projectile	215.95	87.59 (-59.4%)	115.12 (+31.5%)	106.14 (-7.8%)	37.11 (-65.0%)	39.11 (+5.4%)	5.37 (-86.3%)
Field	1731.55	99.68 (-94.2%)	76.57 (-23.2%)	70.92 (-7.4%)	0.45 (-99.4%)	0.71 (+57.8%)	3.44 (+384.5%)
SkillSystem	246.72	103.03 (-58.2%)	98.07 (-4.8%)	151.98 (+54.9%)	104.36 (-31.3%)	0.19 (-99.8%)	2.15 (+1031.6%)
RemoveList	30.98	26.88 (-13.2%)	24.95 (-7.2%)	25.83 (+3.5%)	26.91 (+4.2%)	25.40 (-5.6%)	1.10 (-95.7%)

## 2차 Data

Max HeatTable							
대상	Bench1	Bench2	Bench3	Bench4	Bench5	Bench6	Bench7
Room	2844.11	403.47 (-85.8%)	161.77 (-59.9%)	133.31 (-17.6%)	68.34 (-48.7%)	49.69 (-27.3%)	8.10 (-83.7%)
Monster	301.10	283.89 (-5.7%)	74.84 (-73.6%)	52.39 (-30.0%)	24.20 (-53.8%)	15.18 (-37.3%)	2.37 (-84.4%)
Projectile	229.27	91.56 (-60.1%)	56.30 (-38.5%)	68.46 (+21.6%)	19.43 (-71.6%)	19.80 (+1.9%)	3.75 (-81.1%)
Field	2548.35	100.98 (-96.0%)	32.83 (-67.5%)	39.78 (+21.2%)	0.53 (-98.7%)	0.43 (-18.9%)	2.81 (+553.5%)
SkillSystem	246.03	113.53 (-53.9%)	59.46 (-47.6%)	75.82 (+27.5%)	40.09 (-47.1%)	0.07 (-99.8%)	2.46 (+3414.3%)
RemoveList	15.43	24.17 (+56.6%)	16.94 (-29.9%)	23.29 (+37.5%)	27.64 (+18.7%)	26.09 (-5.6%)	0.56 (-97.9%)