

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

1차 Data

		Bench1	Bench2	Bench3	Bench4	Bench5	Bench6	Bench7
대상								
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

		Bench1	Bench2	Bench3	Bench4	Bench5	Bench6	Bench7
대상								
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%)