Module 1 Skills Documentation

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| **Skill # Sorted** | **Skill Name See instructions for details** | **Worksheet Name or ‘Not in Project’** | **Cells** | **Description** |
|  | Quick Access Toolbar | Skill Screenshots | 1st Screenshot | Added recommended graph and sort to toolbar |
|  | Use Autofill w/text | Not in project |  |  |
|  | Autofill w/formulas | Player Data | Column O | Autofilled clutch percentage as a quotient of clutch wins and clutch opportunities |
|  | Simple table w/format style | Player Data, Agent\_Map Data | Entire tables | Colored the tables for the Agent and Player data two different styles |
|  | Simple bar chart | Graph Analysis | B3 | Top 10 players by ACS |
|  | Data entry form | Not in project |  |  |
|  | Picture w/formatting / screenshot | Skill Screenshots | VCT logo + 5th screenshot | Gave the vct logo a white background and some shadowing |
|  | Worksheet tab color | Worksheet tabs | n/a | Gave each worksheet tab distinct coloration |
|  | Autofill w/ values or numbers or dates | Not in project |  |  |
|  | Text wrap w/ forced break | Player Data | A1 | “Player alias” force wrapped |
|  | shape w/format modified | Agent\_Map Data | A10 | Cloud bubble/ transparency increased |
|  | 3 custom number or date formats | Tabular Analysis | I17,I19,I33 | Used custom formatting on decimal places |
|  | Display a number as a fraction | Player Data | Column X | Displayed the FK/FD ratio as a mixed number |
|  | Current date using ctrl keys | Skill Screenshots | B5 | Ctrl + ; |
|  | Date formula – so it changes when worksheet opened | Skill Screenshots | B6 | =Today() |
|  | Hide columns or rows | Player Data | Column R | Column R is hidden |
|  | Freeze panes – besides first row or column | Player Data | Col A:C | Columns A:C are frozen to allow for player, team, agent view |
|  | Use =randbetween to create data | Not in project |  |  |
|  | Create a watch window (screenshot) | Skill Screenshots | 6th Screenshot | Creates a watch window for the number of players cell in Tabular Analysis |
|  | View w/ 2 worksheets displayed (screenshot) | Skill Screenshots | 3rd screenshot | Two windows displayed with ability to view skill screenshot and player data worksheets |
|  | Non-contiguous rows/col for a chart (not bar) | Graph Analysis | J90 | VLR rating vs KAST graph has non-contiguous data from Player Data sheet |
|  | Copy / paste transpose | Not in Project |  |  |
|  | Multi items on a clipboard (screenshot) | Skill Screenshots | 2nd Screenshot | Have all agent names and map names on the clipboard |
|  | Named range | Player Data | Table1 | Master\_Data name for table 1 |
|  | Add a note – not a comment | Player Data | Row 1 | All metrics defined |
|  | Change a note’s format – add an image (Windows only) | Not in project |  |  |
|  | Data validation as a ‘comment’ | Not in project |  |  |
|  | filter a table | Graph Analysis | J3:J13 | Filtered table for top 10 values |
|  | Formula w/cell references in another worksheet | Tabular Analysis | Column I | Many formulas refer to table 1 in Player Data sheet |
|  | Change a table’s theme | Agent\_Map Data | Entire sheet | Table uses another style |
|  | Merge & center w/ background fill and fancy border | Skill Screenshots | A1:H2 | Title |
|  | Sort a table using sort dialog (screenshot) | Skill Screenshot | 4th Screenshot | Sorting table on Graph Analysis by descending ACS |
|  | Abs & rel cell referencing in one formula | Not in Project |  |  |
|  | IF statement to get rid of any potential divide by zero errors | Tabular Analysis | I19 | Ensures that 0 is returned if the COUNT function in the denominator returns 0 |
|  | Count, counta AND countblank formulas | Tabular Analysis | I19,I14,I15 | Calculates the mean ACS, the total # of players, and number of missing data points, respectively |
|  | Mean, Median AND mode formulas | Tabular Analysis | I17,I20,I21 | Calculates mean rounds played, and median and mode ACS |
|  | Percentile formula | Tabular Analysis | I31 | Calculates 95th percentile ACS |
|  | Max, Large AND rank formulas | Tabular Analysis | I22, I30, I28 | Calculates highest ACS, 25th highest ACS, and the ranking of FNS’s ACS |
|  | Index formula used in a significant way | Not in Project |  |  |
|  | Sumproduct used correctly (2 ore more arrays) | Not in project |  |  |
|  | Simple IF | Not in project |  |  |
|  | Multiple condition IF | Not in project |  |  |
|  | IF with OR | Not in project |  |  |
|  | IF with AND | Not in project |  |  |
|  | Sumif or Sumifs formula | Not in Project |  |  |
|  | Countif or Countifs formula | Tabular Analysis | I33 | Counts the number of players who have an ACS in the 95th percentile |
|  | Averageif or averageifs formulas | Tabular Analysis | I34 | Computes the average ACS of the 4 players within the 95th percentile |
|  | VLOOKUP with IFERROR | Tabular Analysis | I27 | Returns FNS’s ACS |
|  | HLOOKUP formula | Not in project |  |  |
|  | XLOOKUP with if\_not\_found message included | Tabular Analysis | I23,I25 | Returns the player with the highest and lowest ACS |
| Conditional Formatting | | | | |
|  | Simple criteria | Player Data | Col H | Highlights KAST percentages over 75% |
|  | w/color scales, data bars AND icons | Player Data | Col D, N, O | Col D – denotes upper, middle, lower third percentile of rounds played.  Col N – Data bar on headshot percentage  Col O – Color Scale on Clutch percentage |
|  | Based on dates | Not in project |  |  |
|  | Based on a value in another cell | Agent\_Map Data | E3:X9 | Compares agent map pickrate to overall agent pickrate |
|  | Highlight values in 1 list that are not in another list (don’t use duplicate feature) | Tabular Analysis | B3:B37 | Highlights players who played over 200 rounds but did not have an ACS over 200 in red |
|  | Highlight like values that appear in 2 different lists (don’t use duplicate feature) | Tabular Analysis | B3:B37 | Highlights players who played over 200 rounds and had an ACS over 200 in green |