We can provide a user-friendly web interface for the CS GO stakeholders to use our tools which allows them to interact with, hiding all the complexities of the backend code. Here are a few suggestions:

1. Web Interface (Frontend + Backend Solution): create a simple web application.

A screenshot of a computer

Description automatically generated with medium confidence

The general process:

Input: The users can provide inputs via a user-friendly frontend (a website),

The backend server would process the inputs with our Python code and return the results.

Webpage application could include:

* Upload Option: Users can upload the required Parquet file.
* Input fields: The user would input the parameters, such as the game file, boundary coordinates, and Z-Axis bounds. Which will include fields for users to input the specific parameters.
* Submit button: To process the input file and parameters.

Results: The results would then be presented in a readable format (tables, heatmaps, etc.) on the webpage. Python web frameworks such as Django could be used for this purpose. To show the results in a clean and easy-to-understand format (tables, charts, etc.).

Front-End Tools: HTML/CSS/JavaScript for the frontend.

Backend Tools: Django could be used for the backend (running Python)