Valorant Global Statistics Dashboard

This report aims to explain the purpose of the excel workbook and a few terminologies concerning the subject matter that is being analyzed and visualized here.

This project aims to analyze the player statistics of the North American Player Base in the First-Person shooter called “Valorant”.

Valorant is a competitive team-based first-person shooter that combines precise gunplay, strategic abilities, and dynamic gameplay. The aim of the players in the game is to eliminate the opposing team in the game, that comprises of many rounds. The first team to win 13 rounds wins the game. There are different agents in the game with different abilities that aid in executing strategies to win the round.

Headshot – The number of times that player has shot in the head of an enemy.

Headshot Category(Calculated Field) – The Headshot category has been divided into 3 different categories:

10-20 – Players with headshot percentage of 10-20%.

20-30 – Players with headshot percentage of 20-30%

30-45% - Players with headshot percentage of 30-45%

Aces – The number of times a player has eliminated all the players in the enemy team in a round(all 5 players)

Clutches - The number of times a player has clutched in the game; a clutch refers to a situation where a player is the last one alive on their team and successfully manages to defeat the remaining opponents to secure a round victory.

Flawless – The number of times a player has been part of the team winning a flawless round; A flawless round in Valorant refers to a round where one team successfully eliminates all players on the opposing team without losing any of their own players. It means that the winning team achieved a clean sweep without any casualties.

First-Bloods – The number of times a player has eliminated an enemy first in a round.

Assists – The number of times a player has assisted another player in taking a kill. This can be damage dealt, using abilities to assist in eliminating other players, etc.

This project aims to clean the data obtained from a public source and analyze the data, aggregate it based on various factors and provide visualizations that provide a comprehensive analysis of the data.

The purpose of the dataset is to analyze player performance based on the weapons they use, the categorization based on the players skills(skills that have been chosen based on different factors).