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EG Software Engineer Internship Assessment

Second part answers
1. No, entering via the light blue boundary was not a common strategy used by the terrorist side. Out of the 850 instances of players being in the boundary, only ten were of Team2 players on the T side being inside that boundary. These ten instances were only from two players, Player5 and Player9.
2. The average timer that Team2 on the T side enters bombsite B with at least two rifles and two smgs was at 10 seconds until the round ends.
3. On the CT side, Team2 would be most likely hiding in Sniper's Nest using the dataset that was collected from the previous part.
   a. Note: The dataset used was for the light blue boundary from the picture. I wasn't able to get the dataset for the bombsite b since the coordinates weren't given.

Third Part Answers
1. My solution for non-tech savvy shareholders to interact with the code would be to build a desktop GUI using either Java Swing or Python tkinter that provides a button to start the processing, a loading bar to indicate that it is doing something and a selection of matches that they could potentially want to analyze. There are features waiting to be done but these initial ones could be done with a week of work.