\*How to understand these graphs\*

The winning team is on the left, the losing team is on the right. Time over the course of the game flows downward. The coloured areas show shot density over time. When a team is generating a lot of shots in a short period of time, the peak will be higher. League average total shots per 60 minutes of play (~55) and double that (~110) are indicated with dotted lines. When the density peaks exceed these lines, it indicates an above-average number of shots in that time period. Goals are indicated by the scoring player’s last name, followed by parentheses for powerplay (PP), short-handed (SH), or empty net (EN) goals. All shots included in the fastRhockey PWHL datasets (including blocked shots or shots that missed the net) taken during regulation play and overtime are included in these charts. Shootout shots and goals are not included. For periods where only one shot was taken by a team (usually in overtime), the shot is indicated by a point rather than a density curve, as the function is not able to produce a curve for fewer than 2 data points. These plots were heavily inspired by Micah Blake McCurdy’s wave plots, [explained here](https://hockeyviz.com/howto/tide).