

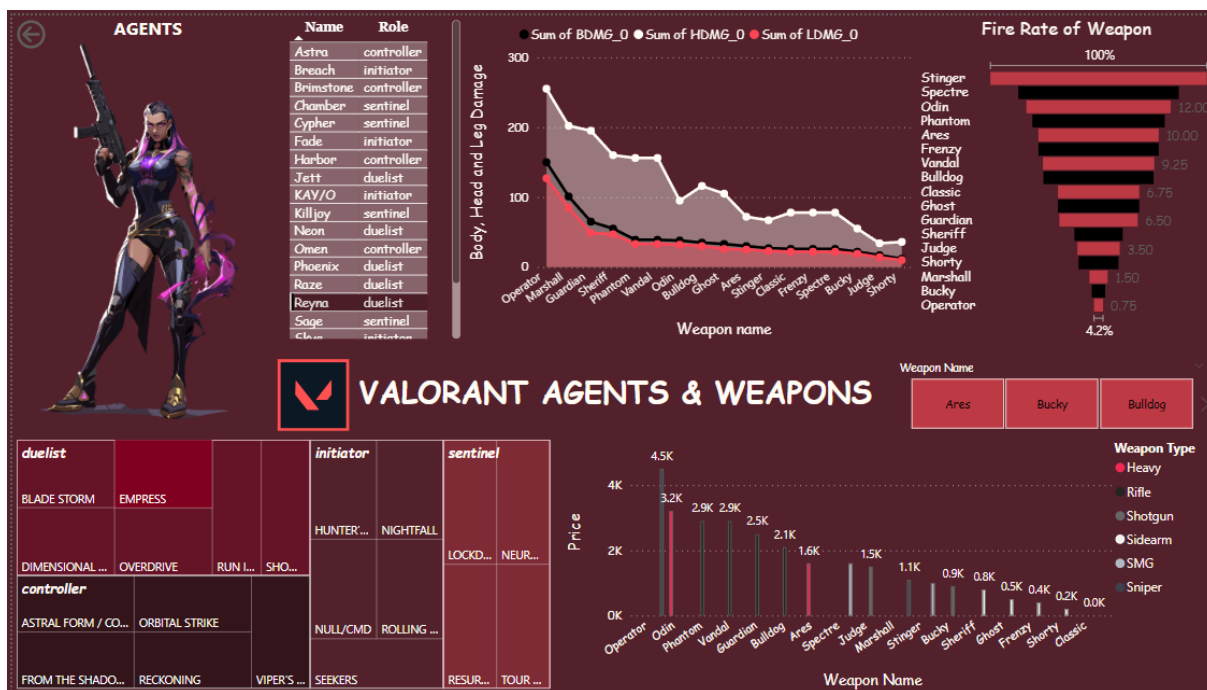
VALORANT AGENTS & WEAPONS

LINK to the dashboard: [VALORANT Analysis](#)

For building dashboard have used two datasets:

1st dataset is about agents' abilities which have Name of the agents like Raze, Yoru, Viper, etc., Role of the agent like Duelist, Controller, Sentinel, etc., Biography: A short description of the agents, Image: Image URL of all agents, 1st ability: Agent's 1st Ability, 1st ability description: Description of 1st ability, 1st ability example: Video example of 1st ability, 2nd ability: Agent's 2nd Ability, 2nd ability description: Description of 2nd ability, 2nd ability example: Video example of 2nd ability, 3rd ability: Agent's 3rd Ability, 3rd ability description: Description of 3rd ability, 3rd ability example: Video example of 3rd ability, Ultimate ability: Agents Ultimate Ability, Ultimate Description: Description of agent's ultimate ability, Ultimate example: Video example of agent's ultimate ability.

2nd dataset is about weapons which have weapon name, weapon type, Price, Fire rate, wall penetration, head, body, leg damage in different ranges



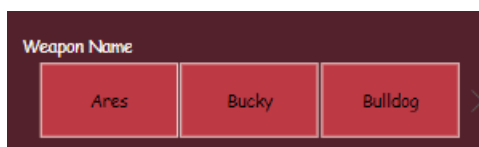
Each component in dashboard:



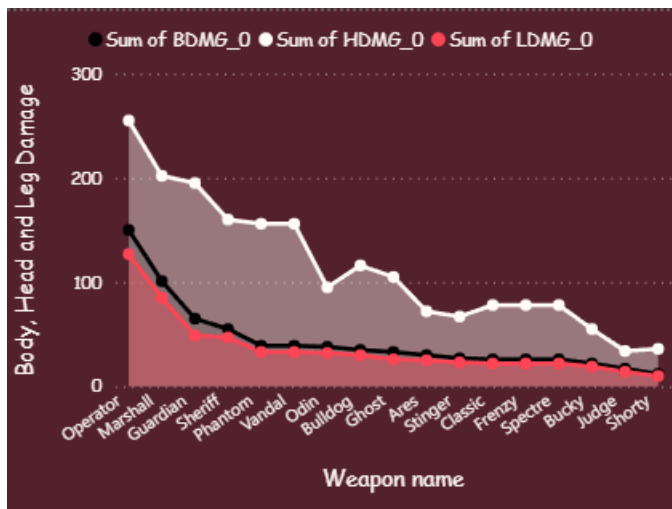
We can select the agent and their role so that it dynamically changes in the image also.

duelist				initiator		sentinel	
BLADE STORM	EMPRESS						
				HUNTER'...	NIGHTFALL		
DIMENSIONAL ...	OVERDRIVE	RUN I...	SHO...			LOCKD...	NEUR...
controller							
ASTRAL FORM / CO...	ORBITAL STRIKE			NULL/CMD	ROLLING ...		
FROM THE SHADO...	RECKONING	VIPER'S ...					
				SEEKERS		RESUR...	TOUR ...

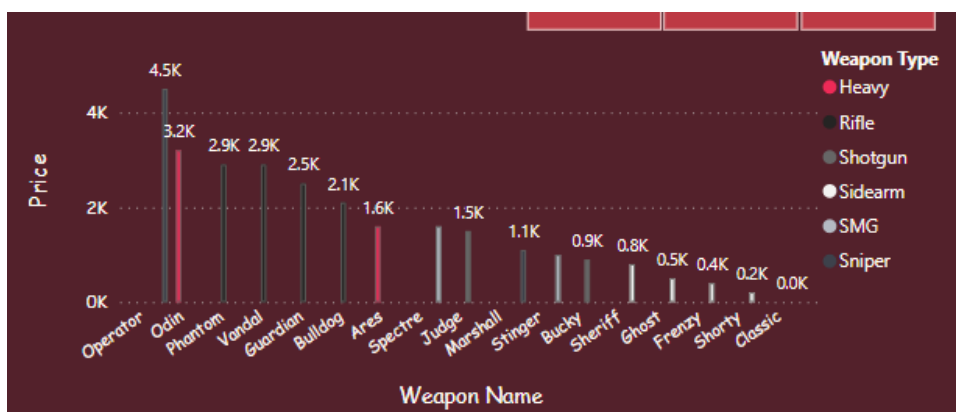
Tree map has the role and the ability of each agent, there are 4 roles and different abilities of agents. While selecting each box there will be change in the above image and text box which contains roles and name of agent



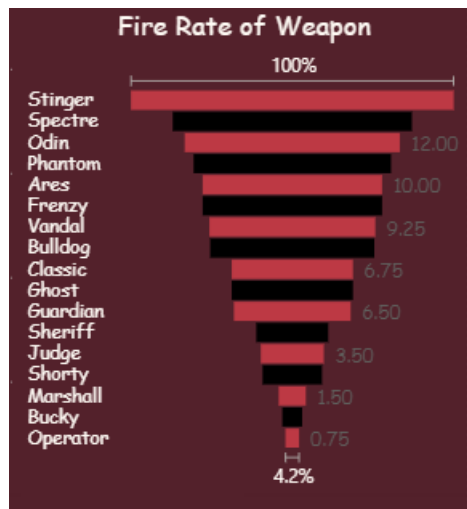
This slicer has the different types of weapon name, while selecting each there will be a change affect to the below charts.



Each weapon wise damage caused in body, head and leg. “Operator” will cause the highest damage for three parts and least damage will be caused by “shorty”.



The price of each weapon with respect to the weapon type, in “Sniper” type “operator” has highest price, which is 4500, in “heavy” type “odin” has highest price 3.2k, in “Rifle” type “Phantom and Vandal” have highest price 2.9k, in “SMG” type “Spectre” has highest price 1600.



Fire rate is the number of rounds per second a weapon can fire so in this chart it shows the fire rate of each weapon. "Stinger" has the highest fire rate of 18 and least for "Operator" which is 0.75.