

Overview: What This Dashboard Shows

This dashboard summarizes combat encounters, control interactions, character usage, gadget usage, and death causes generated by FQA testers.

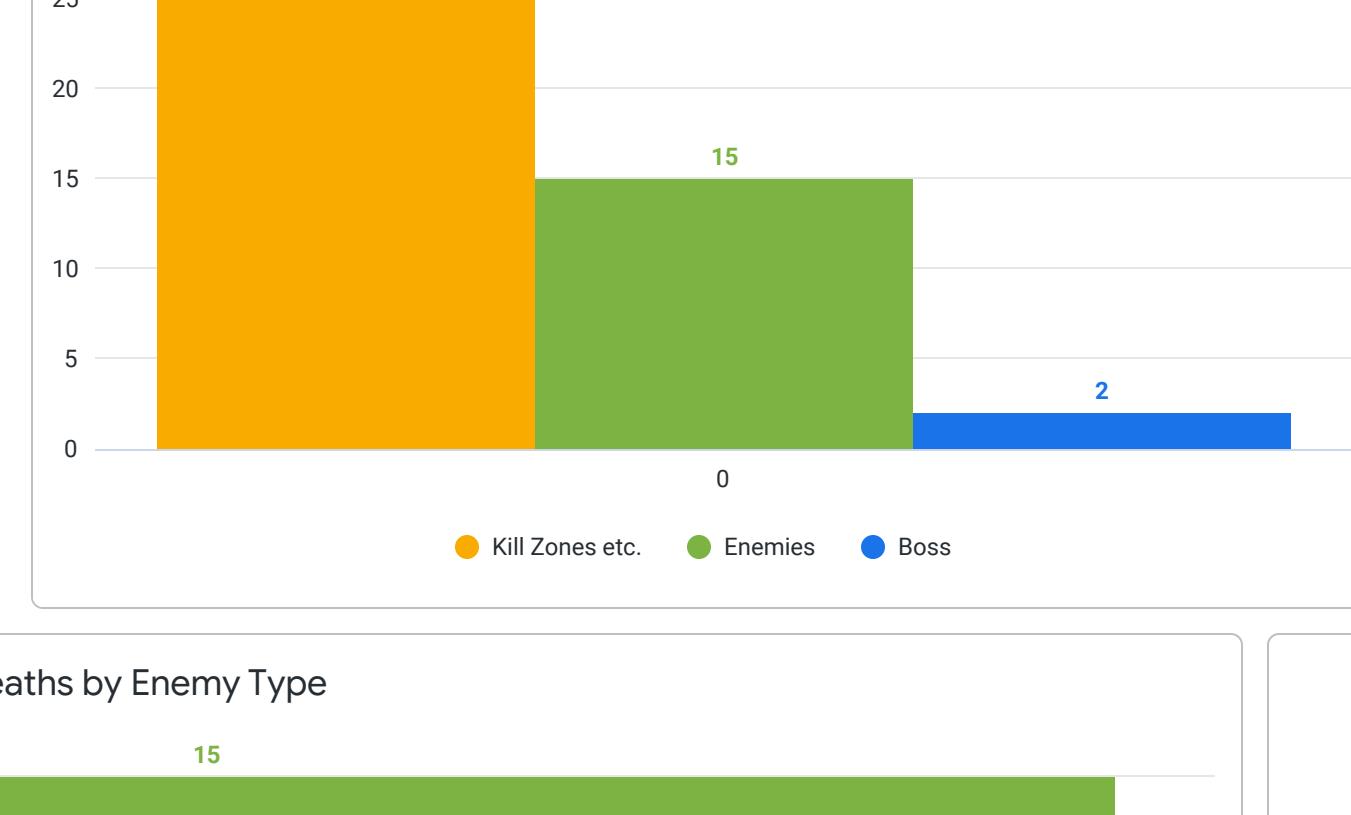
It answers:

- Which combat scenarios and enemy types are being tested?
- What are the primary causes of player deaths?
- Which secondary characters receive the most gameplay time?
- Which skins, vehicles, and gadgets are actively used during testing?

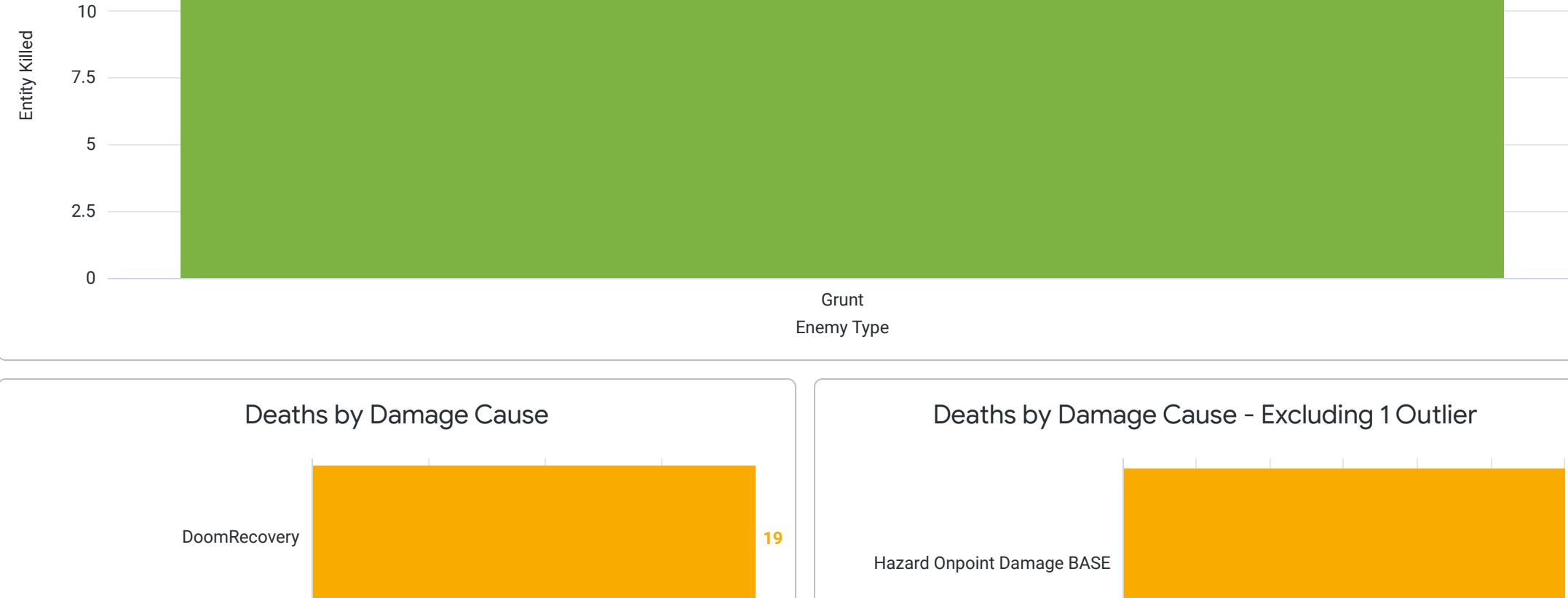
This helps leads coverage gaps, detect combat or control systems with low testing exposure, and direct testers toward areas needing more validation.

Selected Coverage Scope			
Session Date (UTC)	Build Number	Platform	
1 2026-01-15	1,167,902	ps5	
2 2026-01-16	1,167,902	ps5	
3 2026-01-19	1,174,436	steam	
4 2026-01-19	1,171,963	ps5	
5 2026-01-19	1,174,436	xbsx	
6 2026-01-19	1,174,436	ps5	
7 2026-01-20	1,171,963	ps5	
8 2026-01-20	1,174,436	xbsx	
9 2026-01-20	1,174,436	ps5	
10 2026-01-20	1,175,959	ps5	
11 2026-01-20	1,174,436	steam	

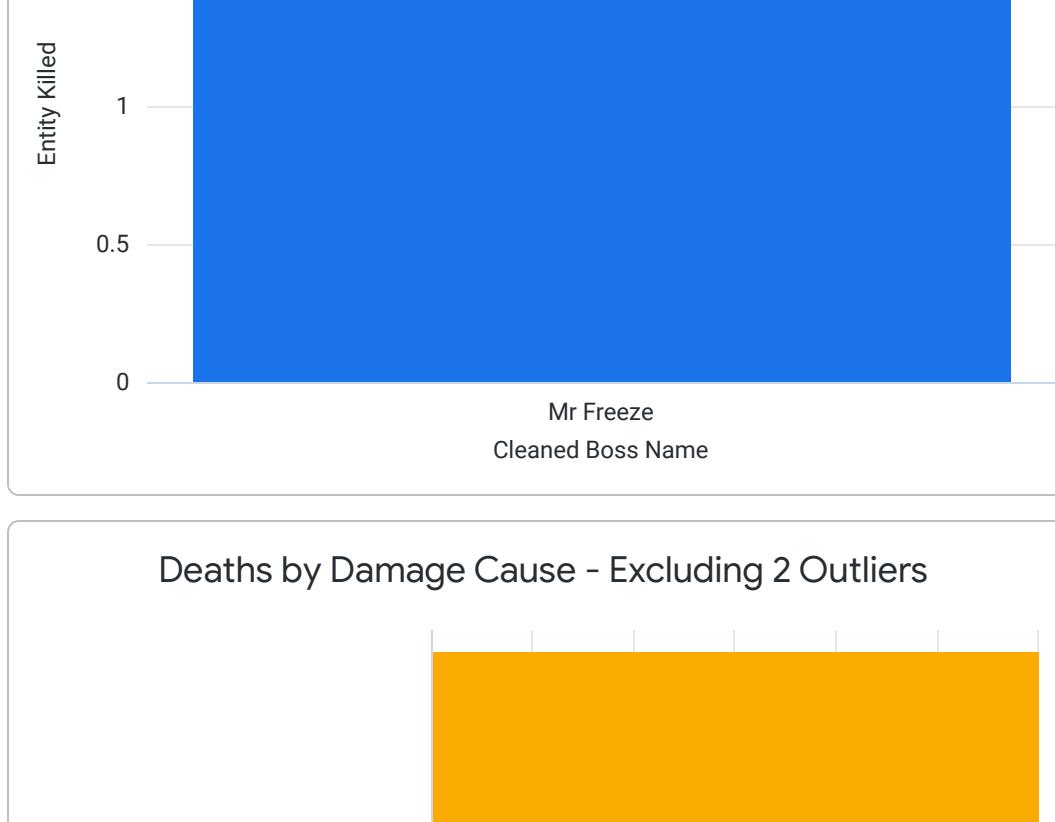
Player Death Breakdown - Causes, Enemies, Bosses



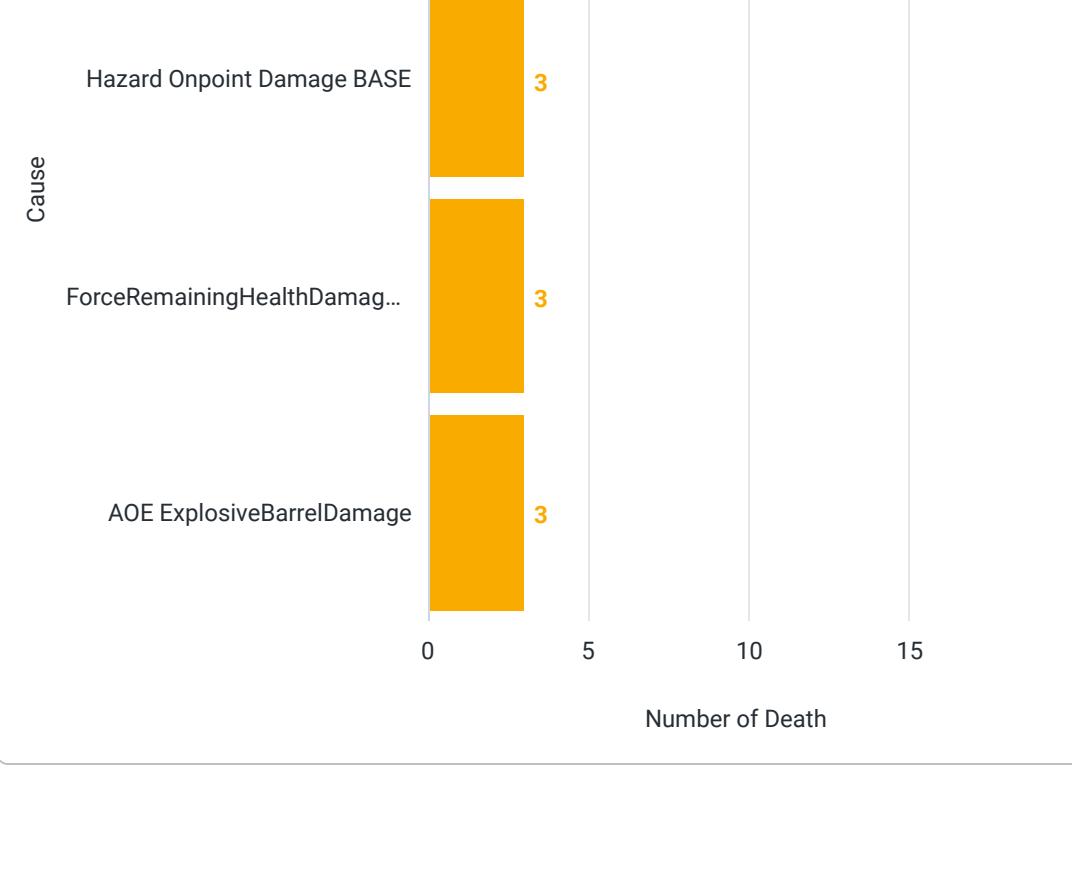
Deaths by Enemy Type



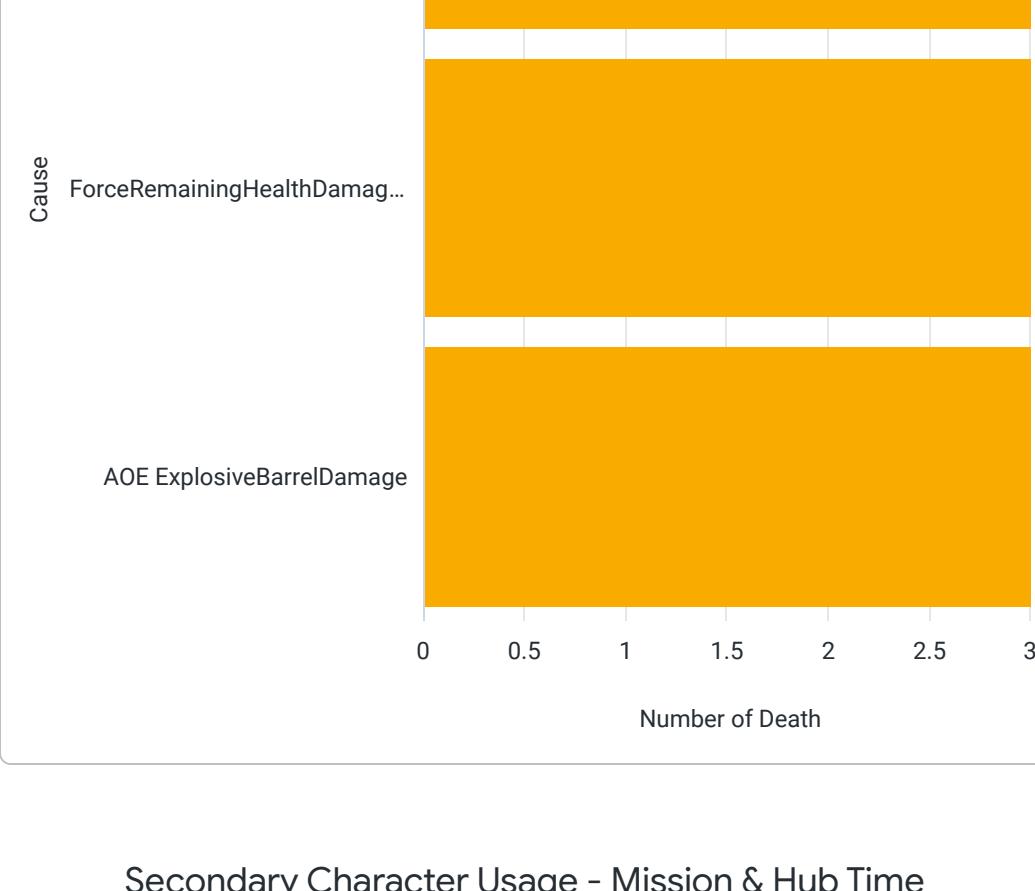
Deaths by Boss Encounter



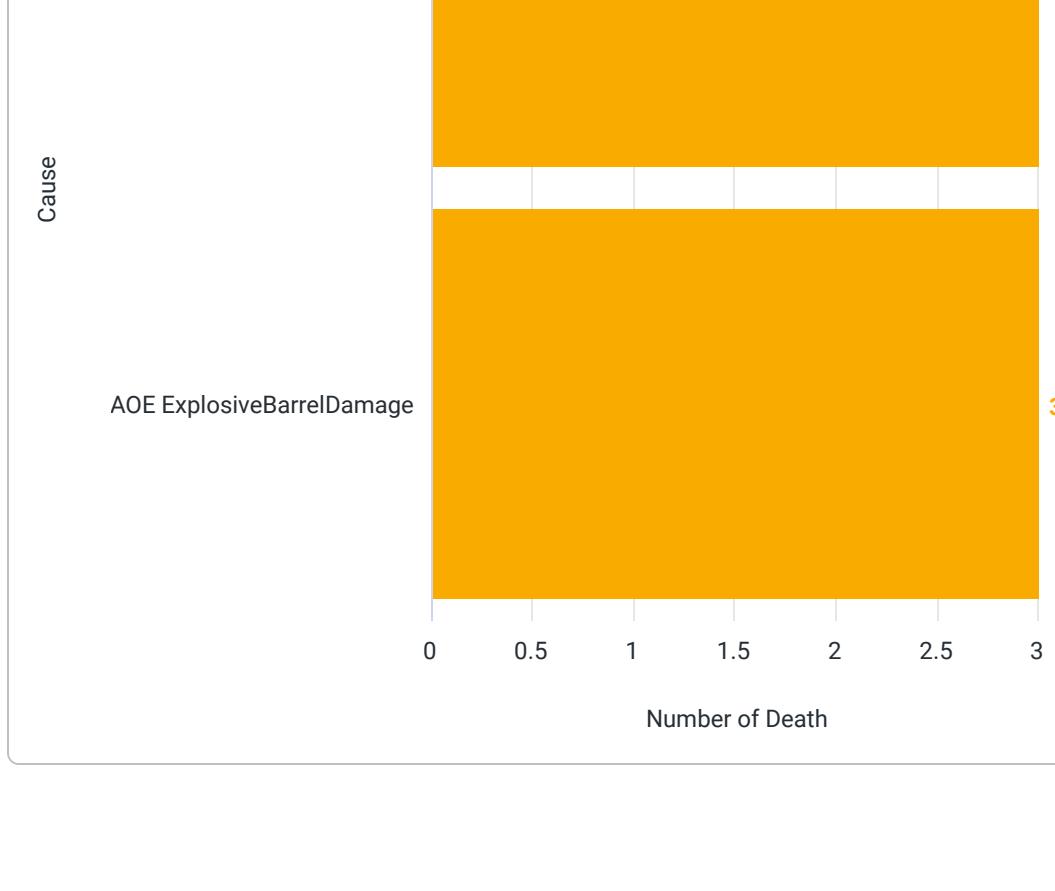
Deaths by Damage Cause



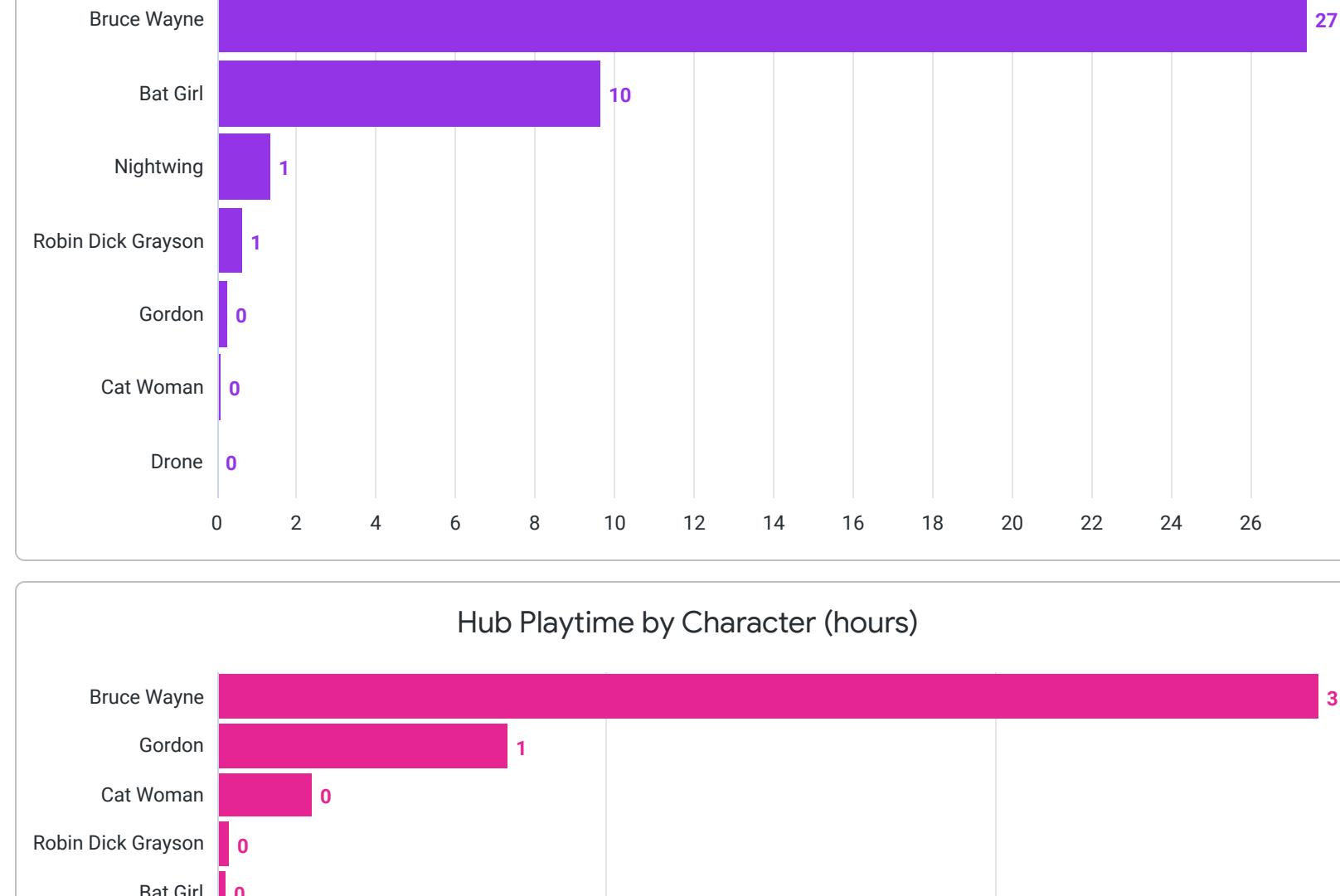
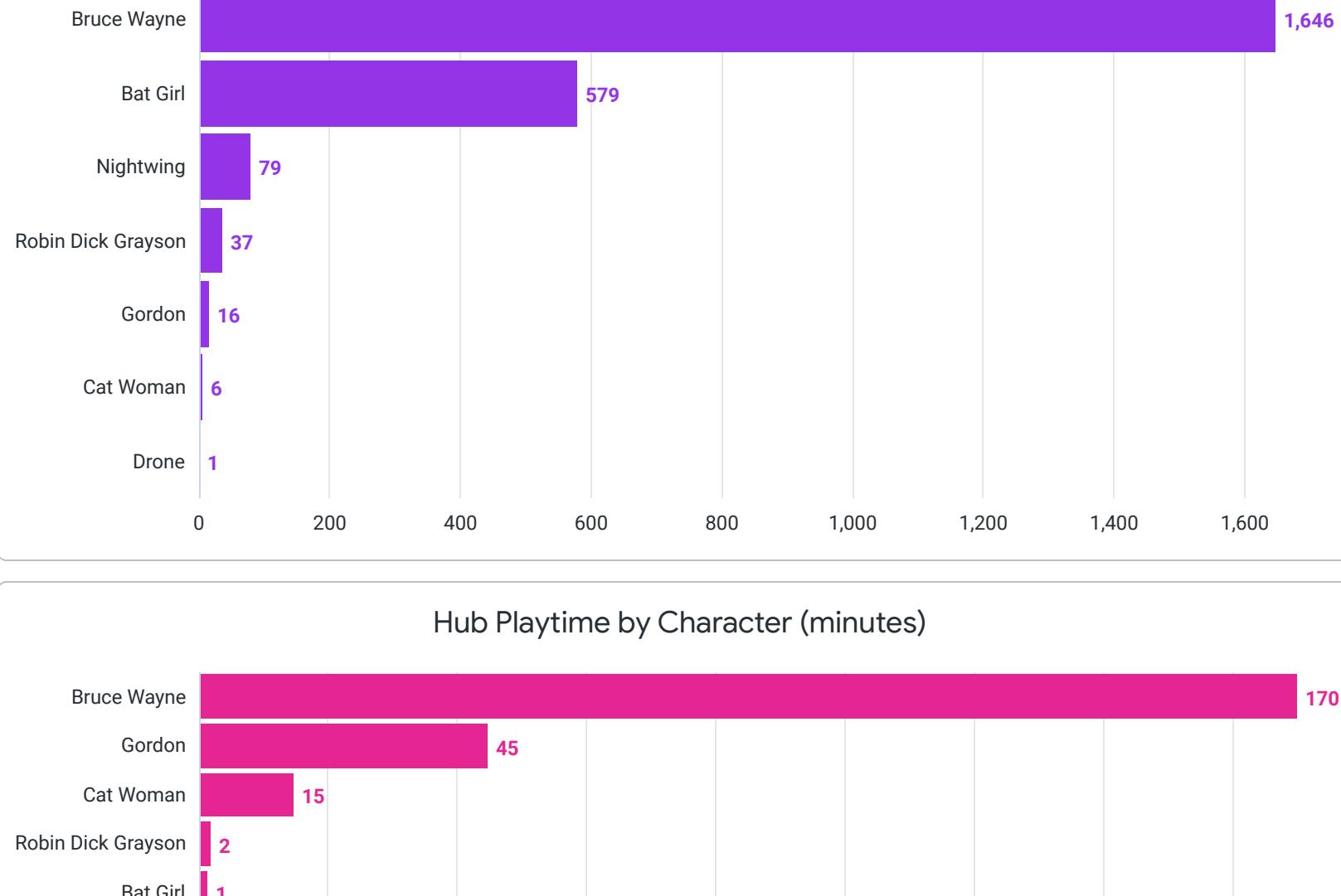
Deaths by Damage Cause - Excluding 1 Outlier



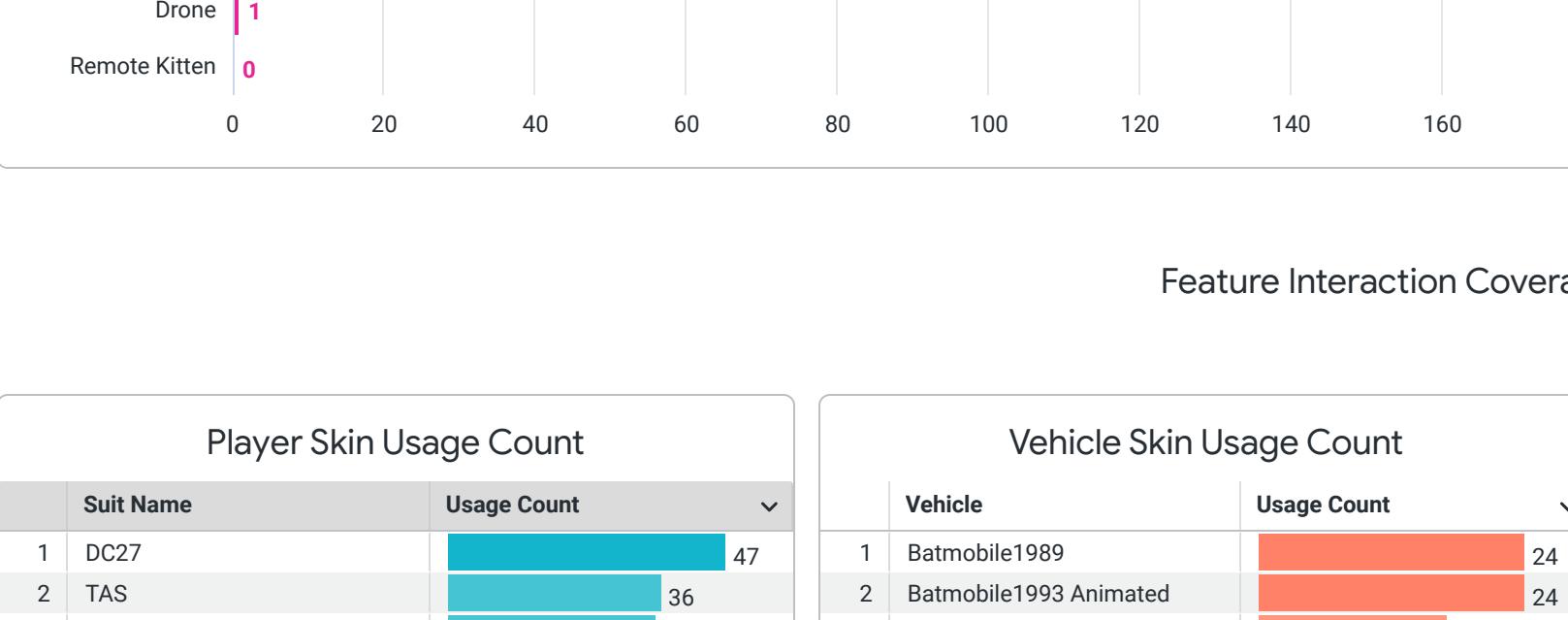
Deaths by Damage Cause - Excluding 2 Outliers



Secondary Character Usage - Mission & Hub Time



Hub Playtime by Character (minutes)



Hub Playtime by Character (hours)



Feature Interaction Coverage - Skins, Vehicles, Gadgets

Player Skin Usage Count	
Suit Name	Usage Count
1 DC27	47
2 TAS	36
3 Skeleton	35
4 Cop	32
5 TheCatwoman	23
6 TASGrey	22
7 TheAnimatedSeries	21
8 Default	19
9 YearOne	19
10 Burnside	13
11 New52	12

Vehicle	Usage Count
1 Batmobile1989	24
2 Batmobile1993 Animated	24
3 PoliceCruiser	17
4 RobinCycle	16
5 CatwomanBike2022	13
6 NinjaBike	12
7 Scooter Barbara	12
8 NightCycle	12
9 Batmobile2005	11
10 Batmobile2022 Tt	9
11 Batmobile1995 BatmanFore...	5

Gadget 1 Name	Gadget 2 Name	Difficulty		Medium		Normal	
		Gadget 1 Usage	Gadget 2 Usage	Gadget 1 Usage	Gadget 2 Usage	Gadget 1 Usage	Gadget 2 Usage
Batarang	Batclaw	0	0	193	71		
New Gadget 1	New Gadget 2	0	0	69	0		
Blowpipe	Ninja Teleport	0	0	170	0		
Foam Gun	Rubber Bullet Launcher	0	0	74	14		
Hackarang	Drone	0	0	58	2		
Birdarang	Tether Launcher	0	0	45	5		
Electrorang	Tether Launcher	0	0	17	5		
Whip	Remote Kitten	0	0	15	0		

Note:
This dashboard displays only the data generated during shift hours (7 AM to 6 PM) as requested.
The shift time filtered is based on the local time configured on the team's consoles.

Dashboard owner: Jihoo Park