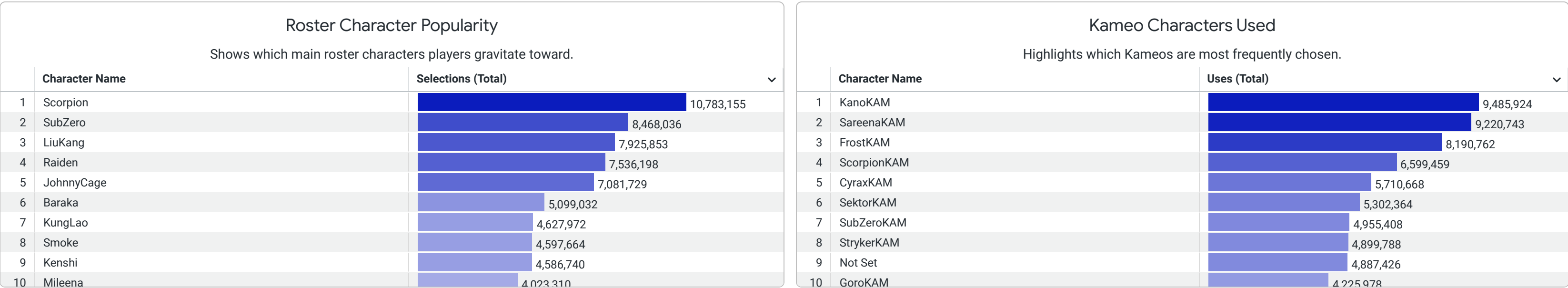## Overview: What This Dashboard Shows

This dashboard summarizes live players' gameplay experience by analyzing character usage, arena preferences, supermove performance, online match activity, and win/loss outcomes.
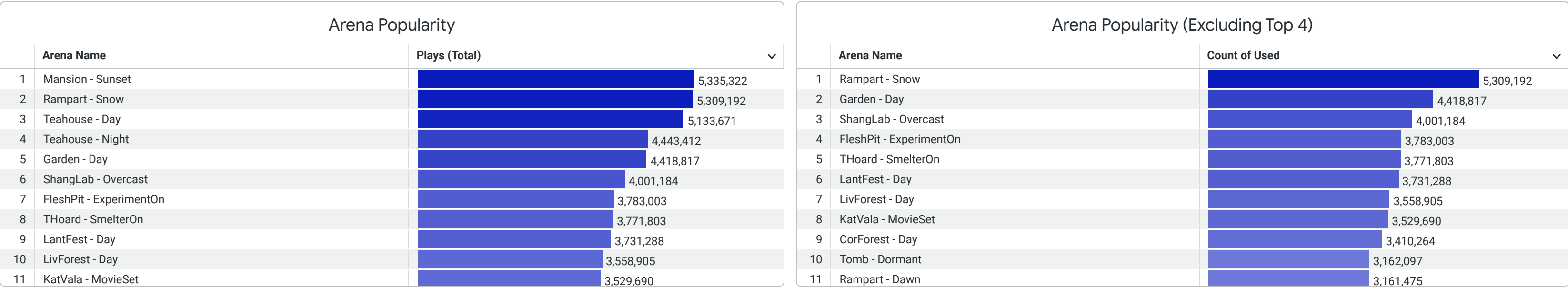
It answers:
- Which roster and Kameo characters are most popular among real players?
- Which arenas are most frequently selected?
- How successful are players at performing supermoves across characters?
- What types of online matches are being played the most?
- What is the overall win/loss balance in online play?
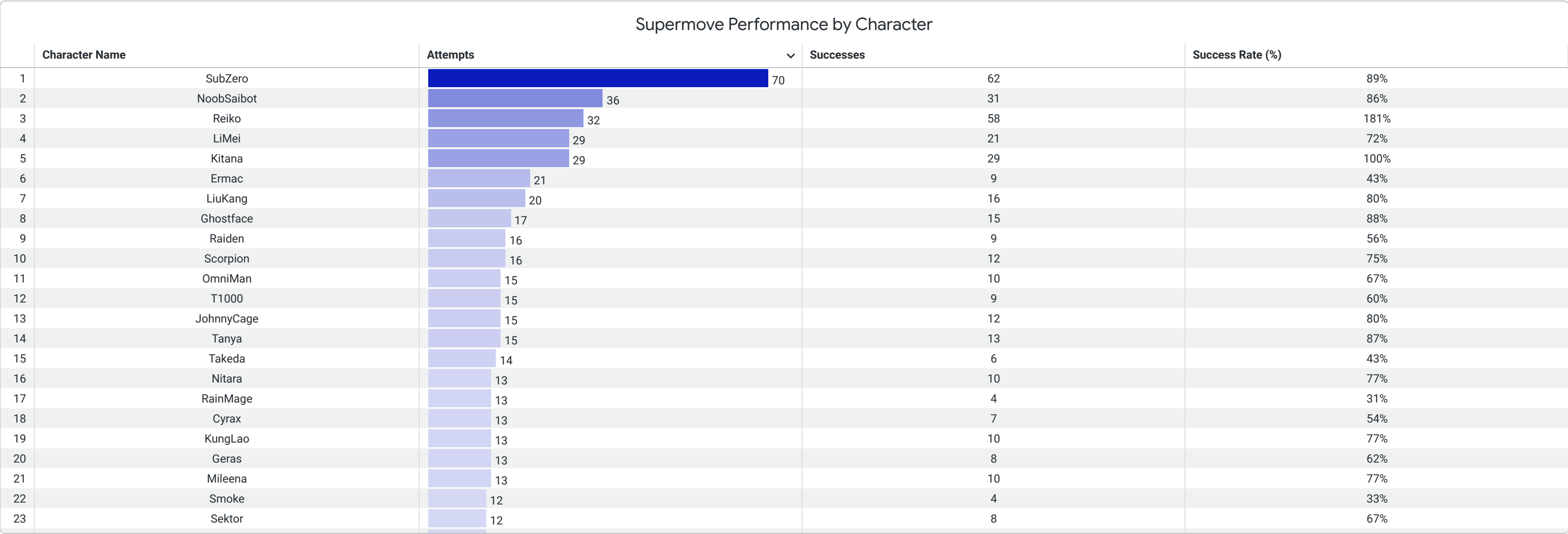- Where do players struggle - specific characters, moves, or game modes?
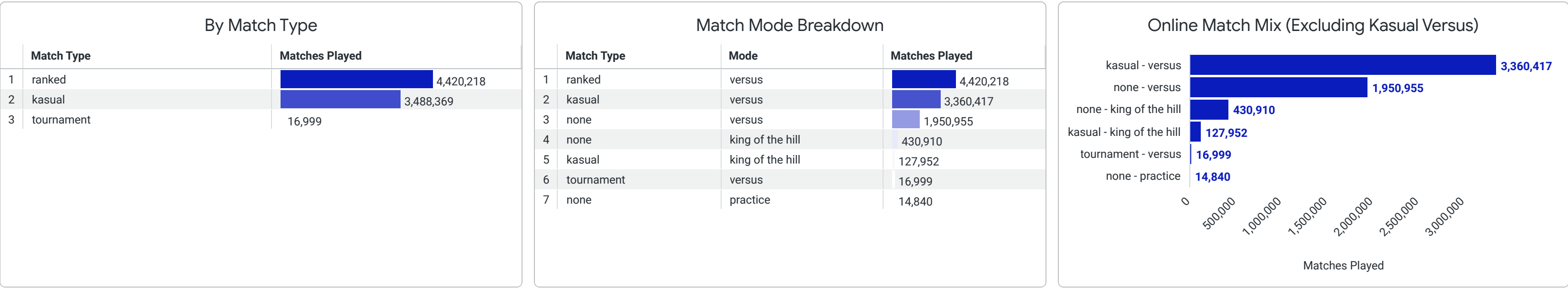
Roster Character Popularity

Roster Character Popularity
Shows which main roster characters players gravitate toward.

	Character Name	Selections (Total)
1	Scorpion	10,783,155
2	SubZero	8,468,036
3	LiuKang	7,925,853
4	Raiden	7,536,198
5	JohnnyCage	7,081,729
6	Baraka	5,099,032
7	KungLao	4,627,972
8	Smoke	4,597,664
9	Kenshi	4,586,740
10	Mileena	4,023,310

Kameo Characters Used
Highlights which Kameos are most frequently chosen.

	Character Name	Uses (Total)
1	KanoKAM	9,485,924
2	SareenaKAM	9,220,743
3	FrostKAM	8,190,762
4	ScorpionKAM	6,599,459
5	CyraxKAM	5,710,668
6	SektorKAM	5,302,364
7	SubZeroKAM	4,955,408
8	StrykerKAM	4,899,788
9	Not Set	4,887,426
10	GoroKAM	4,225,978

Arenas Used

Arena Popularity

	Arena Name	Plays (Total)
1	Mansion - Sunset	5,335,322
2	Rampart - Snow	5,309,192
3	Teahouse - Day	5,133,671
4	Teahouse - Night	4,443,412
5	Garden - Day	4,418,817
6	ShangLab - Overcast	4,001,184
7	FleshPit - ExperimentOn	3,783,003
8	THoard - SmelterOn	3,771,803
9	LantFest - Day	3,731,288
10	LivForest - Day	3,558,905
11	KatVala - MovieSet	3,529,690

Arena Popularity (Excluding Top 4)

	Arena Name	Count of Used
1	Rampart - Snow	5,309,192
2	Garden - Day	4,418,817
3	ShangLab - Overcast	4,001,184
4	FleshPit - ExperimentOn	3,783,003
5	THoard - SmelterOn	3,771,803
6	LantFest - Day	3,731,288
7	LivForest - Day	3,558,905
8	KatVala - MovieSet	3,529,690
9	CorForest - Day	3,410,264
10	Tomb - Dormant	3,162,097
11	Rampart - Dawn	3,161,475

Supermoves

Supermove Performance by Character

	Character Name	Attempts	Successes	Success Rate (%)
1	SubZero	70	62	89%
2	NoobSaibot	36	31	86%
3	Reiko	32	58	181%
4	LiMei	29	21	72%
5	Kitana	29	29	100%
6	Ermac	21	9	43%
7	LiuKang	20	16	80%
8	Ghostface	17	15	88%
9	Raiden	16	9	56%
10	Scorpion	16	12	75%
11	OmniMan	15	10	67%
12	T1000	15	9	60%
13	JohnnyCage	15	12	80%
14	Tanya	15	13	87%
15	Takeda	14	6	43%
16	Nitara	13	10	77%
17	RainMage	13	4	31%
18	Cyrax	13	7	54%
19	KungLao	13	10	77%
20	Geras	13	8	62%
21	Mileena	13	10	77%
22	Smoke	12	4	33%
23	Sektor	12	8	67%

Online Play Activity - By Mode

By Match Type

	Match Type	Matches Played
1	ranked	4,420,218
2	kasual	3,488,369
3	tournament	16,999

Match Mode Breakdown

	Match Type	Mode	Matches Played
1	ranked	versus	4,420,218
2	kasual	versus	3,360,417
3	none	versus	1,950,955
4	none	king of the hill	430,910
5	kasual	king of the hill	127,952
6	tournament	versus	16,999
7	none	practice	14,840

Online Match Mix (Excluding Kasual Versus)

	Matches Played
kasual - versus	3,360,417
none - versus	1,950,955
none - king of the hill	430,910
kasual - king of the hill	127,952
tournament - versus	16,999
none - practice	14,840

Overall Win/Lose Distribution

Win/Lose ratio

- lose 33.93%
- win 66.07%

66.07%
Win

33.93%
Lose