

**Valorant**  
**Dashboard**



VALORANT

# About Valorant

Valorant is a free 5v5 multiplayer FPS game created by Riot Games. Players have 13 rounds to win against their opponents by either attacking or defending their side. Players must decide on agents and how their role affects the team as well as how they perform in maps. Before a round starts, players may purchase weapons and abilities that will help shape their possibilities to win. They must then make tactics and adapt through their gameplay as they move on.



# Competitive

There is a competitive mode in Valorant that is broken into 8 ranks, and each rank has 3 tiers. Players may advance and move on to their next tier/ rank by winning in competitive games. They may also have chances to demote from their current placement if they were to lose games.

# Maps

There are multiple maps in Valorant that players are placed randomly in competitive and other modes. Teams are placed in opposite sides of the map and must make their way to defend or attack. Teams are meant to coordinate plans and adapt to their environment for successful rounds.

# Weapons

Weapons may be purchased in the beginning before a round starts by using credits. Credits are limited, so players must think about what they should buy as how much they spend and purchase affects future rounds. Credits can be gained more or less against their opponents depending on how well they do in rounds.

# Agents

Agents are the playable characters in Valorant who have special abilities. As teammates pick their agents, they must think about how their role impacts the dynamic on how the whole team plays on a map. There are four main roles with various agents placed in them.

# About the project

This project is an interactive dashboard that allows users to learn about the online game

**Objective:** Allow users to gain insights on how to play Valorant

The purpose of this objective would help players learn which maps, agents and weapons are useful with the information they obtain, and they can use the information for future plays

# Method- ology

## **Tableau Public**

- Tableau Public software utilized

## **Scraping and Wrangling**

- Scraped data from Blitz.gg
- Wrangled data through Excel

## **Tableau Setup**

- Utilize Valorant Website to gain main information
- Set up Tableau sheets and create dashboard

## **Tableau Public Published**

- Publish dashboard to public

Following slides provides  
information on what is in the  
Tableau Dashboard

# Select Your Agent

## Agent

- View an image of the agent

## Biography

- Description of who they are and background

## Role

- View if an agent is either: Controller, Duelist, Initiator, or Sentinel

## Abilities + Ultimate

- Learn the three abilities and ultimate for each agent

## Neon



### Duelist

Filipino Agent Neon surges forward at shocking speeds, discharging bursts of bioelectric radiance as fast as her body generates it. She races ahead to catch enemies off guard, then strikes them down quicker than lightning.

#### 1<sup>st</sup> Ability

INSTANTLY throw an energy bolt that bounces once. Upon hitting each surface, the bolt electrifies the ground below with a concussive blast

#### 2<sup>nd</sup> Ability

FIRE two energy lines forward on the ground that extend a short distance or until they hit a surface. The lines rise into walls of static electricity that block vision and damage enemies passing through them.

#### 3<sup>rd</sup> Ability

INSTANTLY channel Neon's power for increased speed. When charged, ALT FIRE to trigger an electric slide. Slide charge resets every two kills.

#### Ultimate

Unleash Neon's full power and speed for a short duration. FIRE to channel the power into a deadly lightning beam with high movement accuracy. The duration resets on each kill..

# Select Your Agent

## Select rank

- View a specific rank and see how well an agent performed

## Agent Pick % + Win % on maps

- A percentage on how often an agent is picked and how many times they win

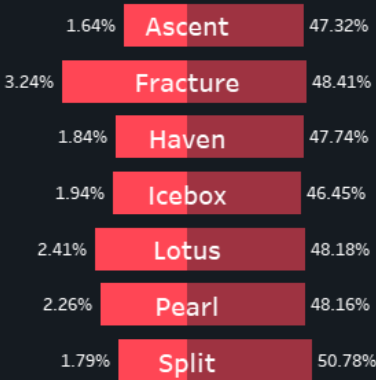
## Agent Matches on Maps

- How many times an agent is picked for each map

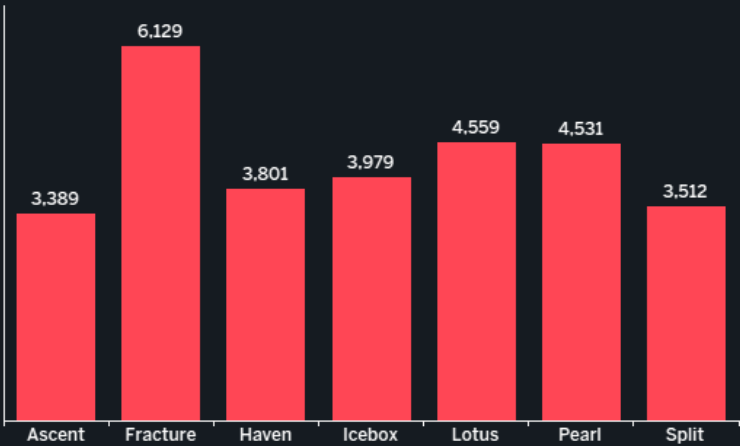
## For each map

- View the amount of usage per ability
- Average Score, Kills and Deaths, and First Blood %

Agent Pick % and Win % on maps



Agent Matches on Maps



1st Ability	2nd Ability	3rd Ability	Ultimate
14.756	5.836	18.7240	2.1280
16.000	6.688	18.5680	2.3760
14.800	5.848	18.8920	2.1960
13.208	5.104	19.0280	2.1720
16.708	5.558	18.7500	2.2769
15.436	6.524	19.0880	2.2520
15.635	6.038	18.9154	2.2231

Score	KD	First Blood %
218.480	0.95600	0.10%
226.080	0.98840	0.10%
221.840	0.97040	0.10%
225.880	0.97560	0.10%
225.308	0.98654	0.10%
225.040	0.98080	0.10%
222.500	0.97154	0.10%



# Choose Your Weapon

Select a weapon and have the ability to view the performance for each rank

For each map, learn

- Body Shot %
- Headshot %
- Leg shot %
- Alt. Kills per Round
- Kills per Round



Name: Odin  
Credits: 3200



# Conclu -sion

Users learned what Valorant is along with its competition, maps, agents and weapons

Able to get an idea of what the dashboard consists of and can easily navigate through it

# Overall

From this project, players can utilize this information and create a better gaming experience for themselves due to understanding how well agents play in maps and what types of guns they can use

Thank you