Code Outputs

**Question 2a.**
**Is entering via the light blue boundary a common strategy used by Team2 on T (terrorist) side?**

player_position dataframe:

| | in_light_blue | False | True |
|---|---|---|---|
| player | round_num | | |
| Player5 | 16 | 713 | 8 |
| | 17 | 667 | 0 |
| | 18 | 960 | 0 |
| | 19 | 433 | 0 |
| | 20 | 516 | 0 |
| | 21 | 794 | 0 |
| | 22 | 1090 | 0 |
| | 23 | 1043 | 0 |
| | 24 | 1010 | 0 |
| | 25 | 410 | 0 |
| | 26 | 960 | 0 |
| | 27 | 743 | 0 |
| | 28 | 669 | 0 |
| | 29 | 631 | 0 |
| | 30 | 335 | 0 |
| Player6 | 16 | 721 | 0 |
| | 17 | 667 | 0 |
| | 18 | 960 | 0 |
| | 19 | 433 | 0 |
| | 20 | 516 | 0 |
| | 21 | 794 | 0 |
| | 22 | 1090 | 0 |
| | 23 | 1043 | 0 |
| | 24 | 1010 | 0 |
| | 25 | 410 | 0 |
| | 26 | 960 | 0 |
| | 27 | 743 | 0 |
| | 28 | 669 | 0 |

| | in_light_blue | False | True |
|---|---|---|---|
| player | round_num | | |
| | 29 | 631 | 0 |
| | 30 | 335 | 0 |
| Player7 | 16 | 721 | 0 |
| | 17 | 667 | 0 |
| | 18 | 960 | 0 |
| | 19 | 433 | 0 |
| | 20 | 516 | 0 |
| | 21 | 794 | 0 |
| | 22 | 1090 | 0 |
| | 23 | 1043 | 0 |
| | 24 | 1010 | 0 |
| | 25 | 410 | 0 |
| | 26 | 960 | 0 |
| | 27 | 743 | 0 |
| | 28 | 669 | 0 |
| | 29 | 631 | 0 |
| | 30 | 335 | 0 |
| Player8 | 16 | 721 | 0 |
| | 17 | 667 | 0 |
| | 18 | 960 | 0 |
| | 19 | 433 | 0 |
| | 20 | 516 | 0 |
| | 21 | 794 | 0 |
| | 22 | 1090 | 0 |
| | 23 | 1043 | 0 |
| | 24 | 1010 | 0 |
| | 25 | 410 | 0 |
| | 26 | 960 | 0 |
| | 27 | 743 | 0 |
| | 28 | 669 | 0 |
| | 29 | 631 | 0 |
| | 30 | 335 | 0 |
| Player9 | 16 | 710 | 11 |

| | in_light_blue | False | True |
|---|---|---|---|
| player | round_num | | |
| | 17 | 667 | 0 |
| | 18 | 960 | 0 |
| | 19 | 433 | 0 |
| | 20 | 516 | 0 |
| | 21 | 794 | 0 |
| | 22 | 1090 | 0 |
| | 23 | 1043 | 0 |
| | 24 | 1010 | 0 |
| | 25 | 410 | 0 |
| | 26 | 960 | 0 |
| | 27 | 743 | 0 |
| | 28 | 669 | 0 |
| | 29 | 631 | 0 |
| | 30 | 335 | 0 |

Answer:
Entering via the light blue boundary is not a common strategy used by Team2 on T (terrorist) side.

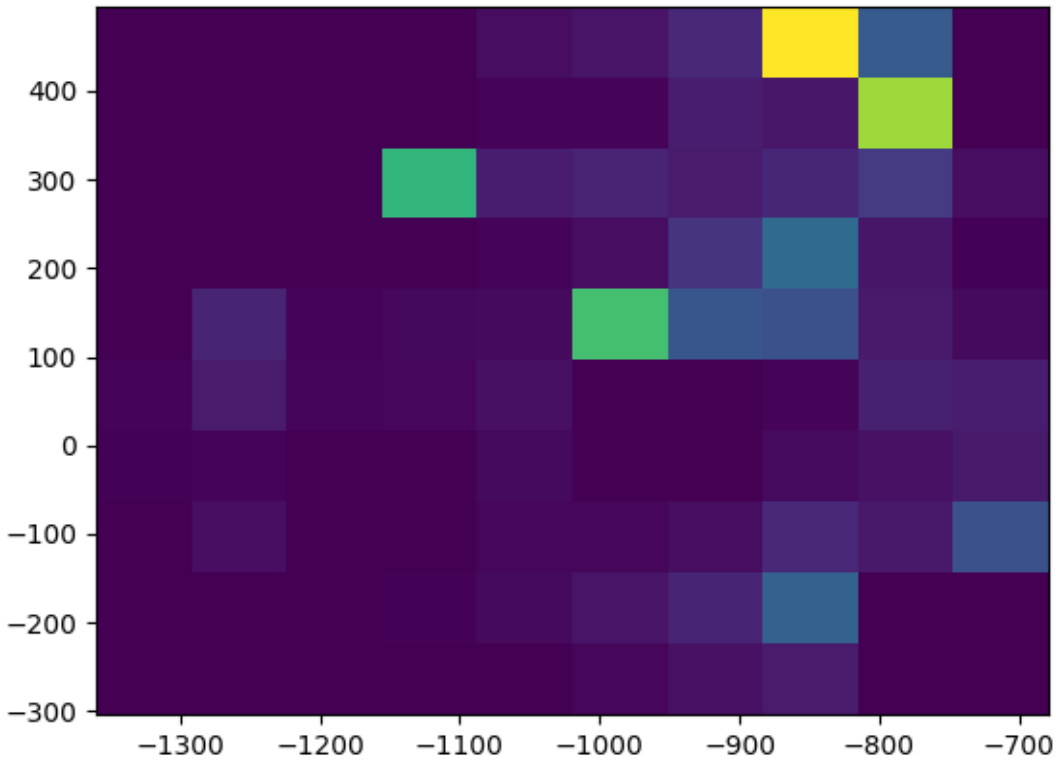
**Question 2b.**
**What is the average timer that Team2 on T (terrorist) side enters "BombsiteB" with least 2 rifles or SMGs?**

Team2_T_filtered dataframe:
Empty dataframe

Answer:
Team2 on T (terrorist) side has never entered "BombsiteB" with least 2 rifles or SMGs.

**Question 2c.**
**Now that we've gathered data on Team2 T side, let's examine their CT (counter-terrorist) Side. Using the same data set, tell our coaching staff where you suspect them to be waiting inside "BombsiteB."**

Heatmap:




Answer:
In the heatmap, the upper right region, especially the yellow grid, shows a relatively higher frequency of seeing CT players, so I suspect them to be waiting in that area inside "BombsiteB." The approximate coordinates for the yellow grid are [(-885, 410), (-815, 410), (-885, 495), (-815, 495)].