Interactions for Heatmap Data Collecting Summary

Green = 2 pts, Yellow = 1, Red = 0, Orange = 2 (but needs to be planned if it is a contender)*

Question	Tester 1	Tester 2	Tester 3	Tester 4	Tester 5
Timeline	Ultimate Use (✘) Rounds and Goals (✓)	Rounds (✓) Goals(-) Ultimate Use (✓) Timeline a little unclear, elements need to be spaced apart more Playback for timeline, speed up or slow down, start and stop, etc.	Ultimate Use (✘) Not a sign of progression Rounds and Goals (✓) Extra - Buffs on timeline, more helpful than ultimates	Ultimate Use (-) Rounds and Goals (✓)	Ultimate Use (✘) Rounds(✓) Goals(-)
Filters	Start filtered on "my team, or my kills" Ball filter (✓) All other filters (✘)	1st - Ultimate charged 2nd - Has Ball Last - Buffs Extra - When Hitting the shield (explained how they would use this +1)	1st - Buffs (explained how they would use this +1) 2nd - Has Ball Last - Ult Charged Extra - Shield breaking/hitting Extra - Individual abilities	Did not rank, but said: Ball filter (✓)	1st - Has Ball 2nd - Buffs Last - Ultimate charged
Other (All Orange)	Click on kill shows who was KOed/got a KO, and all other player positions	Timeline during game Start on KO board	Mentioned league replays Ace, triple kill, Hat trick indicator Initials for who you KOed	Wanted to see a replay when you clicked on a KO data point	Zoom in on the map Replay system (for KOS) Show what happened on KO Separate screen showing where ships that played got shot the most

Timeline Priority List: #1 - Rounds (10 pts), #2 - Goals (8pts)
Timeline Cut List (< 4pts): Ultimate Use (3pts), Buffs on timeline (extra)
Filter Priority List: #1 - Has Ball (8 pts), #2 - When hitting the shield* (5pts), #3 Buffs (4pts)
Filter Cut List (< 4pts): Ultimate charged (2pts), individual abilities (extra)

<u>Others List:</u> The only other feature (that would be plausible) that players wanted was a summary of a KO interaction when you clicked on that KO