

## ***Post-Game Heat-Map Dashboard Spec Sheet***

<b><u>Dashboard Element</u></b>	<b><u>Desired Design</u></b>	<b><u>Functionality</u></b>
Timeline - Bar	Simple and within the style Ability to stretch it without skewing its look Labeled	Slightly grows or shrinks depending on how long the game was
Timeline - Rounds	Timeline split up by each round, also an overtime would also split the timeline. Can either just be as shows with our desired font or a way that better shows the split of the timeline	Clickable - When clicked on it greys out the rest of the timeline except that round ( <b>Higher priority</b> )  And also edits the heatmap to filter everything out but that round
Timeline - Time Marks	Goes at the end of the round, so it mostly will go under the last Pulsar scored symbol	Marks and puts the time that the round ended Is the color of the team that won that round or grey
Timeline - Pulsar Scored	Should either be or look similar to our Pulsar symbol during gameplay, just colored for what team scored	Same row for both Orange and Blue Goals (cannot be scored at the same time)  Clickable - When clicked on it will show all players positions on the map and that is all ( <b>Lower priority</b> )  Tooltip - When hover over it will show what character scored
Legend	Legend for elements in the heatmap and timeline: Goals, K.O. points, Red to Blue heat color meanings (Red means the most activity, Blue means the least)	None

Heatmap - Walls/Structures	All the same shade of grey or another non-colorful color that will not draw the players eye to much	None
Heatmaps - Goals/POI	Has colors for what the POI is (Green for health pack, Orange and Blue Goals, Red Buff, Yellow Buff) Not too colorful and attention-grabbing only enough color to differentiate it from regular structures/walls	None
Heatmaps - K.O. Symbol	Colored by what team got the K.O. When filtered by specific Characters it would show that characters deaths and K.O.s Suggested visual: Deaths-Skulls K.O.s - Abbreviation of character name	When the map is on "K.O.s - Data points" it will show specific K.O. points instead of a heatmap
Heatmap - ChangeType	Labeled Circle checkboxes to signify that only one can be chosen at a time	Clickable - Circle Checkboxes that switch the data on the map to show the corresponding selection. Only one at a time can be chosen
Filters - Team/Player	Team members "connected" together, but	Clickable - When Orange or Blue Team is clicked it

	each individual character needs its own portrait.	filters by that team If a specific character portrait is clicked it will filter by that player
Filters - Advanced	Labeled Square checkboxes to signify multiple can be chosen at a time	Clickable - When clicked on it will filter based on what the label says: If they have the pulsar, attack buff, or shield buff, or if they are attacking the shield (in order of priority)