

Samantha Reynolds

Haddix Blackmon

Macaiah Ford

Madison Heth

Skye Alder

Casimir Conn

McKenzie Holmes

jazln leavitt

Brooklyn Beltran

Hunter Huffman

George Low

Daniel Vergara

Rylee burton

Lee mace

Jay duran

The Day the Crayons Quit

Characters

Duncan: An 8 year old boy who loves to color and is unaware of the feelings of his crayons, grows traits of empathy and understanding. (Jay)

Red: Is angry about the working conditions. (George)

Green: Comfortable, wants fighting to stop, peacekeeper. (Rylee)

Purple: Favorite crayon for certain things, a little OCD! (Lynn)

Gray: Tired of coloring in such big spaces, wanting a break, wants less responsibility. (Casimir)

White: Is feeling hurt and empty, rarely used. (Skye)

Black: Hates being used for only outlining things, jealous of the other colorful crayons, wants to show His full potential. (Macaiah)

Pink: Not used because it's a "girls color", sassy, passive-aggressive. (Sam)

Blue: Loves being Duncan's favorite color, very calm and doesn't want to upset Duncan, overworked, wants a good break but still cares about duncan.

Yellow: Thinks he is the color of the sun, argues with orange, full of himself, very determined to prove his point, persuasive and logical.

Orange: More aggressive towards yellow, also persuasive, more of a “im making fun of you” attitude, debates using emotions rather than logic.

Beige: Left out, wants to be used for more than one rarely drawn thing, feels its not fair, proud of his color but sad of his situation.

Peach: Shy, needs clothes, feels exposed.

Teacher: Positive, encouraging,

Narrator: The narrator, a lovely fellow

SETTING: An elementary school, Duncan’s desk and the inside of the desk cubby.

Scene 1:

(Narrator enters and walks downstage right, (in shadow puppet form) Duncan is sitting at his desk on stage coloring)

Narrator: Once upon a time there was an 8 year old boy named Duncan and he loved to color with his favorite crayons during art class.

(As a shadow puppet, Teacher enters the stage and walks over to Duncan who is sitting at his desk)

Teacher: “Duncan, that is a very good drawing. I like the colors you chose, the Blue, Gray and Purple all look so wonderful.”

Narrator: Art class was Duncan's favorite. Whenever he had spare time, he spent it coloring things like oceans and rivers with his blue crayon, grapes and dragons with his purple crayon, and large drawings of elephants and hippos with his gray crayon.

(Duncan looks up at the teacher and smiles.)

Duncan: “Thank you Mrs. Johnson.” (Shadow puppets exit)

(THE SCHOOL BELL RINGS)

Narrator: The school day was over and Duncan made sure to put all his crayons away in his desk. Little did Duncan know that his crayons did not stay in his desk for long. Once the school

day ended and all the students went home, they would come to life and talk about the activities of the day.

Blue: Okay everyone the coast is clear. Come on out!

Pink: *(crawling out)* Why doesn't Duncan use me? I am practically perfect in every way and yet he still doesn't use me.

Black: You think that's bad. Try being right next to him while he colors everything around me and I never get to be used to fill in any objects. I am never the center of attention.

White: Black don't you know that it's not all about you. We all are not happy with how Duncan is using us.

Green: I hear you! It's hard not being used in the way you would appreciate. Some crayons get overused, or mistakenly used or completely avoided at all costs. We should do something about this.

Blue: How about we write a letter to Duncan telling him what we each need?

All: Yes! That's a great idea.

(Every crayon pulls out a piece of paper and starts to write their letter. They put the letters in a stack on a desk.)

Scene 2:

(Upbeat tone of music)

Narrator: When Duncan came to school the next day he was surprised to see a stack of letters sitting on his desk.

(shadow puppets used for letters, Duncan reads the letters out, grabbing each one from his "desk")

(Duncan enters. He walks to his desk, down stage right, he sits in his seat.)

Duncan: "What are these?! This is exciting!"

(Duncan picks up the letters excitedly and opens them one by one)

(mysterious music plays and ends when the crayons enter the stage.)

Duncan: "These are from my crayons?"

(Duncan begins to read the letters)

Red: "Oh my God, why do I have to work on the holidays. It's so exhausting. "

Gray: "Listen, listen, Duncan. You're like 2 right? Stop using me for the big things I want to be smaller. My poor stubby little head. "

Purple: "Duncan, I know I'm your fave color but you need to color in the lines more it's really overwhelming."

(Noir music for blue's entrance until exit)

Blue: *(Is Mafia Boss)* "Listen man, just gimme some more time will ya? I got a family, a wife and kids"

(Somber/Sad music for Beige until Pink entrance)

Beige: "Can you please start using me more? I feel like I have no respect and I feel left out. Give me more attention please! You always confuse me with tan! I'm not tan!"

("royal music" plays for pink until exit)

Pink: "Duncan. I am not a girl's color. You can use me for a big giant dinosaur. (Sassy) Your sister knows how to use me." **Pink could become a physical tableaux as a dinosaur* or we could maybe use cardboard to draw one?*

(Use shadow puppet for big giant dinosaur)

(Return to Beige's somber music for Peach and White)

Peach: "You just ripped off my clothes man..I feel so exposed...Now I have to spend all my life in this box...I'm so cold...It's just poking out, man."

(Peach could poke her head out of the box while there's icicles coming out of her mouth)

White: "I feel so unloved. I've never been used. I feel so empty. You can't see me. Look at my tip, it's barely touched. I haven't felt the warm touch of paper in years. I've been used for snow, people can't even see me, Duncan. It's depressing."

(Black shoves White aside and begins complaining while White is stuck on the ground rolling around)

Black: "I don't even wanna hear it. At least you take up the entire page. I am nothing more than the outline of the drawing. Maybe give a black rainbow or a black beachball a chance every now

and then.” *(Black sighs sadly and tosses a beachball at White’s rolling body.) (Bounce sound effect as ball hits face)*

(Shaky/Angry music for Sun fight)

Yellow: “I’m the color of the sun!”

Orange: “No I am!”

Yellow: “Have you ever seen a kid use just orange for the sun?! No! Yellow deserves its place in the bright sky! Orange is only used for fruits.”

Orange: “Well Duncan used me for two coloring pages! And you are just the color of peel! Sunsets are beautiful and orange!”

Yellow: “Well, you’re just the color of peaches!”

(Peach enters the scene, and begins crying. Green walks over and consults Peach, and then separates Orange and Yellow.) (Peaceful music or hero/epic music when Green intervenes)

Green: “Hey now you two. Stop your fighting. It’s time for you to separate for now if you can’t get along right.”

Scene 3:

(Somewhat somber music plays.)

Narrator: After Duncan read all of the letters, he sat there. Sad and worried.

Duncan: “Oh geez, I had no idea they felt that way. Hmmmm....”

Narrator: And so, to help his crayons out, he thought of what he could possibly do for his crayons.

(Duncan thinks for a minute, trying to figure out what to do. He mumbles to himself.)

(Ding sound effect.)

Duncan: “Aha! I have an idea!”

(Duncan rushes over to his desk and starts to grab each crayon, one at a time, coloring on a sheet of paper. Red walks out first.)

("Rushing" music lightly plays)

Red: "Hey! What's he doing?"

(Red walks off stage. Orange then comes in.)

Orange: "Ooh, ooh, is he using me for the sun?"

(Yellow walks out on stage.)

Yellow: "No, he's using me for the sun!"

(The two start to get in each other's faces, arguing about who is the sun. Green walks out.)

Green: "Hey now, stop it you two."

(Green separates the two of them. They all walk off. Blue walks in.)

Blue: "Oooo (said nervously), I hope I'm not used too much."

(Blue walks off. Purple walks in.)

Purple: "Let's hope he stays inside the lines this time."

(Purple walks off. Pink walks in.)

Pink: "He's finally using me you guys!"

(Black walks in.)

Black: "And of course I'm gonna be used for the outline again. Ugh."

(They both walk off. White walks in.)

White: "Why is he even using me? Ooooooohhhhhh." (ooooohhh said very sadly)

(Gray walks in.)

Gray: "He better not be using me for something big!"

(Beige walks in.)

Beige: "Am I finally being used for something important?"

(Then Peach runs in the middle of all of them.)

Peach: “AAAHH! I’m still naked!!”

(Peach runs off, the other colors follow him at a walking pace.)

Duncan: “Almost done.”

(Duncan draws a little bit more on the paper. Once he finishes, he holds the drawing up, admiring it.)

Duncan: It’s done! And it’s beautiful!

(All the crayons, except for Peach, go on stage, standing behind Duncan, looking at the drawing. Drawings of animals, weather, vehicles, and so on from the book suddenly pop up behind the crayons taped or glued to sticks.)

Beige, Pink, and White: “Yay he used us! And we look good!”

Gray and Blue: “And we didn’t have to work so hard”

Orange: “Ooh! Ooh! I’m the sun!”

Yellow: “Well I’m the entire sky, so I’ll let you have the sun this time.”

(Green does a “phew” gesture, swiping their hand across their forehead in relief.)

Red: “I’m sure he won’t use me on the holidays anymore.”

Purple: “Ah! Yes, inside the lines!”

Black: “Guys, look, look! I’m a rainbow AND a beachball!”

(Peach runs out on stage with some “clothes” on.)

Peach: “And Duncan finally gave me some clothes when he was drawing!”

Everyone: “YAY!”

(The crayons all exit, some going to the left and others to the right. Narrator enters.)

Narrator: “And after finishing his masterpiece, he called the teacher over, to show her just what he had accomplished.”

(Narrator exits.)

Duncan: “Mrs. Johnson, come look quickly!”

(The teacher speedwalks over to Duncan and looks at the drawing.)

Teacher: “Oh my Duncan, what a lovely drawing. I love your use of colors. You get an A for coloring...”

(Narrator walks downstage.)

Narrator: “Because he finally listened to his crayons and used them how they wanted to be used.”

Teacher: “And you get an A, For creativity.”

(All the crayons come out on stage in a line.) Hehe Kickline

Narrator: And ever since then, Duncan treated his crayons with more care. He listened to their needs and never made them do something they didn't like doing.

Everyone: “Hooray!!”

*(All the crayons and Narrator come together and hug in a big circle.
After a few seconds, all the crayons and shadow puppets leave the stage.)*

Narrator: “And they all lived the rest of their days with joy and filled the world with color!”

Nigga

F

Fortnite

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Not to be confused with
Fortnite.

Fortnite

FORTNITE

Genre(s) *Survival, battle royale,
sandbox*

Developer(s) *Epic Games^[a]*
)

Publisher(s)

Epic Games^[b]

Platform(s)

macOS^[c]
Windows
PlayStation 4
Xbox One
iOS^[c]
Nintendo Switch
Android^[c]
Xbox Series X/S
PlayStation 5

First release

Fortnite: Save the World

July 25, 2017 (early access)

**Latest
release**

Fortnite Creative

December 6, 2018^[d]

Fortnite is an *online*
video game developed
by *Epic Games* and

*released in 2017. It is
available in three
distinct game mode
versions that otherwise
share the same general
gameplay and game
engine: **Fortnite Battle
Royale**, a free-to-play*

*battle royale game in
which up to 100 players
fight to be the last
person standing;*

*Fortnite: Save the
World, a cooperative
hybrid tower
defense-shooter and*

survival game in which
up to four players fight
off *zombie*-like
creatures and defend
objects with traps and
fortifications they can
build; and *Fortnite*
Creative, in which

*players are given
complete freedom to
create worlds and battle
arenas.*

*Save the World and
Battle Royale were
released in 2017 as
early access titles, while*

*Creative was released
on December 6, 2018.*

*While the Save the
World and Creative
versions have been
successful for Epic
Games, Fortnite Battle
Royale in particular*

*became an
overwhelming success
and a cultural
phenomenon, drawing
more than 125 million
players in less than a
year, earning hundreds
of millions of dollars per*

month. Fortnite as a whole generated \$9 billion in gross revenue up until December 2019.

Save the World is available for [macOS](#),^[c] [PlayStation 4](#), [Windows](#),

*and Xbox One, while
Battle Royale and
Creative were released
for all those platforms,
and also for Android
and iOS devices^[c] and
Nintendo Switch. The
game also launched*

*with the release of the
ninth-generation
PlayStation 5 and Xbox
Series X/S consoles.*

Game modes

*Fortnite is distributed as
three different game
modes, using the same*

engine; each has similar graphics, art assets, and game mechanics.

- *Fortnite: Save the World* is a player-versus-environment *cooperative game*, with four players collaborating

*towards a common
objective on various
missions. The game
is set after a fluke
storm appears across
Earth, causing 98%
of the population to
disappear, and the
survivors to be*

*attacked by
zombie-like "husks".
The players take the
role of commanders
of home base
shelters, collecting
resources, saving
survivors, and
defending equipment*

that helps to either collect data on the storm or to push back the storm. From missions, players are awarded a number of in-game items, which include hero characters, weapon

*and trap schematics,
and survivors, all of
which can be leveled
up through gained
experience to
improve their
attributes.*

- *Fortnite Battle Royale is a*

*player-versus-player
game for up to 100
players, allowing one
to play alone, in a
duo, or in a squad
(usually consisting of
three or four players).
Weaponless players
airdrop from a "Battle*

*Bus" that crosses the
game's map. When
they land, they must
scavenge for
weapons, items,
resources, and even
vehicles while trying
to stay alive and to
attack and eliminate*

other players. Over the course of a round, the safe area of the map shrinks down in size due to an incoming toxic storm; players outside that threshold take damage and can

*be eliminated if they
fail to quickly
evacuate. This forces
remaining players
into tighter spaces
and encourages
player encounters.
The last player, duo,*

or squad remaining is the winner.

- *Fortnite Creative is a sandbox game mode, in which players are given complete freedom to spawn any item from the Battle Royale*

*gamemode on a
personal island, and
can create games
such as battle
arenas, race courses,
platforming
challenges, and
more.*

Players can use their pickaxe to knock down existing structures on the map to collect basic resources that are wood, brick, and metal. Subsequently, in all modes, the player can

*use these materials to
build fortifications, such
as walls, floors, and
stairs. Such fortification
pieces can be edited to
add things like windows
or doors. The materials
used have different*

*durability properties and
can be updated to
stronger variants using
more materials of the
same type. Within Save
the World this enables
players to create
defensive fortifications*

around an objective or trap-filled tunnels to lure husks through. In Battle Royale, this provides the means to quickly traverse the map, protect oneself from enemy fire, or to delay

an advancing foe.

*Players are encouraged
to be very inventive in
designing their
fortifications in Creative.*

*While Battle Royale and
Creative are
[free-to-play](#), Save the*

*World is **pay-to-play**.*^[4]

The games are

***monetized** through the*

use of V-Bucks, in-game

currency that can be

purchased with

real-world funds, but

also earned through

*completing missions
and other achievements
in Save the World.*^[5]

*V-Bucks in Save the
World can be used to
buy **loot boxes**, in the
form of piñatas shaped
like llamas, to gain a*

*random selection of
items. In Battle Royale,
V-Bucks can be used to
buy cosmetic items like
character models and
the like or the game's
battle pass, a tiered
progression of*

*customization rewards
for gaining experience
and completing certain
objectives during the
course of a Battle
Royale season.* ^{[6][7]}

Development

Fortnite: Save the World

Main article: [Fortnite:](#)

[Save the World §](#)

[Development](#)

Fortnite began from an

internal [game jam](#) at

Epic Games following

the publishing of [Gears](#)

[of War 3](#) around 2011.

*Though it was not initially one of the developed titles during the jam, the concept of merging the construction game genre, representing games like **Minecraft***

*and [Terraria](#), and
shooter games arose,
leading to the
foundation of Fortnite.* [\[8\]\[9\]](#)

*Development of Fortnite
slowed due to several
issues, including
switching from the*

*Unreal Engine 3 to
Unreal Engine 4, a
deeper role-playing
game approach to
extend the life of the
game, and a switch of
art style from a dark
theme to a more*

cartoonish style.

Further, Epic was

looking to get into the

games as a service

model, and brought in

Chinese publisher

Tencent to help; Tencent

took a large stake in

*Epic as part of this,
leading to the departure
of several executives,
including Cliff
Bleszinski, who had
been a key part of
Fortnite's development.
Fortnite's approach was*

*changed to be Epic's
testbed for games as a
service, and further
slowed the
development.*^{[10][9][11]}

*Epic was able to
prepare to release
Fortnite as a paid early*

*access title in July 2017,
with plans to release it
as free-to-play
sometime in 2019 while
gaining feedback from
players to improve the
game.* ^{[12][13][14][15]} *With the
release of Fortnite*

*Battle Royale, the
player-versus-environment mode was
distinguished as "Save
the World". Ultimately,
Epic opted to release
Save the World as a
premium title, bringing it*

*out of early access on
June 29, 2020.*^[16]

Fortnite Battle Royale

*Main article: [Fortnite
Battle Royale §
Development](#)*

*Near the same time that
Epic released Fortnite*

*into early access,
PlayerUnknown's
Battlegrounds had
become a worldwide
phenomenon, having
sold over 5 million
copies three months
from its March 2017*

release, and drawing strong interest in the battle royale genre. Epic recognized that with the Fortnite base game, they could also do a battle royale mode, and rapidly developed their

*own version atop
Fortnite in about two
months.^[17] By September
2017, Epic was ready to
release this as a second
mode from "Save the
World" in the paid-for
earlier access, but then*

*later decided to release
it as a free game,
Fortnite Battle Royale,
supported with
microtransactions. This
version quickly gained
players, with over 10
million players during its*

*first two weeks of
release, and leading
Epic to create separate
teams to continue the
Fortnite Battle Royale
development apart from
the Save the World
version, outside of*

*common engine
elements and art
assets.^{[18][19]} This allowed
Fortnite Battle Royale to
expand to other
platforms otherwise not
supported by Save the
World, including iOS*

*and Android mobile
devices and the
Nintendo Switch.*^{[20][21]}

Fortnite Creative

*Main article: [Fortnite
Creative & Development](#)*

*A creative [sandbox](#)
mode launched on*

*December 6, 2018,
synchronized with the
start of season 7 of
Fortnite Battle Royale.
Each player has access
to a private, persistent
island on which they
construct buildings and*

*add and manipulate
objects as desired.
Players are able to
invite friends to this
island and participate in
unofficial games such
as race tracks or
jumping courses.^[22] Only*

*players who purchased
the battle pass initially
received their own
island, but a week later,
on December 13,
players who did not
purchase it received*

*access to the game
mode for free.* ^[23]

Reception

*See also: Fortnite: Save
the World § Reception,
Fortnite Battle Royale §
Reception and legacy,*

and Fortnite Creative § Reception



The Fortnite Pro-Am event at E3 2018

*The Save the World
mode achieved over
one million players by*

*August 2017, just prior
to the release of Battle
Royale.*^[24]

*Fortnite Battle Royale
became a significant
financial success for
Epic Games, leading
them to separate the*

*teams between Save
the World and Battle
Royale to provide better
support for both modes.
Within two weeks of
release, over 10 million
players had played the
mode,^[25] and by June*

*2018, just after the
Nintendo Switch
release, had reached
125 million players.*^[26]

*Revenue from Fortnite
Battle Royale during the
first half of 2018 had
been estimated in the*

*hundreds of millions of
dollars per month,^{[27][28]} with
total 2018 revenue
estimated at \$2.4 billion
by analysis firm
SuperData Research.^[29]*

*Total revenue for
Fortnite reached more*

*than \$9 billion by the
end of 2019.* ^[30]

*Fortnite Battle Royale
has also become a
cultural phenomenon,* ^[31]
*with several celebrities
reporting they play the
game, and athletes*

*using Fortnite **emotes**
as victory celebrations.*^[32]

*A notable **streaming**
event in March 2018,
with streamer **Ninja**
playing Fortnite Battle
Royale alongside
Drake, Travis Scott, Kim*

*DotCom, and Pittsburgh
Steelers wide receiver
JuJu Smith-Schuster,
broke viewership
records for Twitch to
date, and led to Epic
arranging a Fortnite
Battle Royale pro-am*

*with 50 pairs of
streamers and
professional players
matched with celebrities
at [E3 2018](#) in June
2018.<sup>[\[33\]](#)[\[34\]](#)[\[35\]](#) Epic Games
has developed
organized [esports](#)</sup>*

*competitions around
Fortnite Battle Royale,
such as the inaugural
US\$30 million **Fortnite
World Cup** tournament
that took place in July
2019.* [36][37]

See also: Fortnite Battle Royale & Parental concerns

There has also been growing concern over Fortnite Battle Royale's draw toward young children, emphasized

with the release of the mobile client. Parents and teachers had expressed concern that students are being distracted and drawn away from school work due to playing Fortnite. ^[38]

Concerns have also been raised about the impact that playing a game involving repeated depictions of gun violence may have on young children. ^{[39][40]}

Awards

In 2017, the game was nominated for "Best Co-op Game" by [PC Gamer](#),^[41] and for "Best Spectator Game" by [IGN](#).^[42] In 2018, the game won the award for Best Ongoing Game by PC

Gamer^[43] and IGN,^[44] the latter of which nominated it for "Best Nintendo Switch Game", "Best Mobile Game", and "Best Action Game".^{[45][46][47]}

Year	Award	Category	Result	References
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2017	<i>The Game Awards 2017</i>	<i>Best Multiplayer</i>	Nominated	[48]
2018	<i>16th Visual Effects Society Awards</i>	<i>Outstanding Visual Effects in a Real-Time Project (A Hard Day's Night)</i>	Nominated	[49][50]
	<i>21st Annual D.I.C.E. Awards</i>	<i>Outstanding Achievement in Online Gameplay</i>	Nominated	[51][52]
	<i>SXSW Gaming Awards 2018</i>	<i>Excellence in Multiplayer</i>	Nominated	[53][54]
		<i>Excellence in Gameplay</i>	Nominated	
	<i>14th British Academy Games Awards</i>	<i>Evolving Game</i>	Nominated	[55][56]
		<i>Multiplayer</i>	Nominated	
	<i>2018 Webby Awards</i>	<i>People's Voice Award for Best Multiplayer/Competitive Game</i>	Won	[57]
	<i>Game Critics Awards 2018</i>	<i>Best Ongoing Game</i>	Won	[58][59]

	<i>Develop Awards</i>	<i>Best Animation</i>	Nominated	[60][61]
	<i>Teen Choice Awards</i>	<i>Choice Videogame</i>	Won	[62][63]
	<i>BBC Radio 1's Teen Awards</i>	<i>Best Game (Fortnite Battle Royale)</i>	Won	[64]
	<i>Golden Joystick Awards 2018</i>	<i>Best Competitive Game</i>	Won	[65][66][67]
		<i>Mobile Game of the Year</i>	Nominated	
		<i>Ultimate Game of the Year (Fortnite Battle Royale)</i>	Won	
	<i>The Game Awards 2018</i>	<i>Best Multiplayer Game</i>	Won	[68][69]
		<i>Best Mobile Game</i>	Nominated	
		<i>Best Ongoing Game</i>	Won	
		<i>Best Esports Game</i>	Nominated	

	<i>Gamers' Choice Awards</i>	<i>Fan Favorite Game</i>	Won	<i>[70]</i>
		<i>Fan Favorite Multiplayer Game</i>	Won	
		<i>Fan Favorite eSports Game</i>	Won	
		<i>Fan Favorite Battle Royale Game</i>	Won	
		<i>Fan Favorite eSports League Format (Community Skirmishes)</i>	Won	
2019	<i>22nd Annual D.I.C.E. Awards</i>	<i>Online Game of the Year</i>	Won	<i>[71][72]</i>
	<i>15th British Academy Games Awards</i>	<i>Evolving Game</i>	Won	<i>[73][74]</i>
		<i>Mobile Game</i>	Nominated	
	<i>Famitsu Awards</i>	<i>Excellence Prize</i>	Won	<i>[75]</i>
	<i>2019 Webby Awards</i>	<i>Best Multiplayer/Competitive Game</i>	Won	<i>[76]</i>

	<i>Game Critics Awards 2019</i>	<i>Best Ongoing Game</i>	Nominated	[77]
	<i>Golden Joystick Awards 2019</i>	<i>Still Playing</i>	Nominated	[78][79]
		<i>eSports Game of the Year</i>	Won	
	<i>The Game Awards 2019</i>	<i>Best Ongoing Game</i>	Won	[80][81]
		<i>Best Community Support</i>	Nominated	
		<i>Best eSports Game</i>	Nominated	
		<i>Best eSports Event (Fortnite World Cup)</i>	Nominated	
2020	<i>16th British Academy Games Awards</i>	<i>Evolving Game</i>	Nominated	[82][83]
	<i>2020 Kids' Choice Awards</i>	<i>Favorite Video Game</i>	Nominated	[84]

	The Game Awards 2020	<i>Best Ongoing Game</i>	<i>Nominated</i>	[85]
		<i>Best Community Support</i>	<i>Nominated</i>	
		<i>Best eSports Game</i>	<i>Nominated</i>	
	<i>Best of Galaxy Store Awards</i>	<i>Game of the Year 2020</i>	<i>Won</i>	[86]
2021	2021 Kids' Choice Awards	<i>Favorite Video Game</i>	<i>Nominated</i>	[87]

Notes

- [^] [Iron Galaxy](#) co-developed the Xbox One and PlayStation 4 versions in *Fortnite: Save the World*.
- [^] [Gearbox Software](#) published retail copies of *Fortnite: Save the World* for Xbox One and PlayStation 4 when the game was first released in July 2017. After the introduction of *Battle Royale*, [Warner Bros. Interactive Entertainment](#) published retail copies for PlayStation and Xbox consoles.^[1]
- [^]
- [Jump up to:](#)
- [a](#) [b](#) [c](#) [d](#) [e](#) The iOS and Android clients of *Fortnite Battle Royale* were removed by Apple and Google respectively on August 13, 2020 as Epic had changed how one could buy V-bucks with the client, leading Epic to file a lawsuit against Apple. The macOS client of both *Battle Royale* and *Save the World*, while downloadable, will not be able to be updated as well due to app signing restrictions. See [Epic Games v. Apple](#). The game remained playable if one had already downloaded it. On Android, while it is no longer available on Google Play, it remains available via the [Samsung Galaxy Store](#) on Samsung Galaxy devices as well as directly from the Epic

Games App on all other Android devices. Since May 5, 2022, the game can also be played via [Xbox Cloud Gaming](#) and [GeForce Now](#) on Android, macOS, iOS and iPadOS devices.^{[2][3]}

- ^ Fortnite Creative was only available for Battle Pass owners until December 13, 2018.

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Fortnite

FORTNITE

Genre(s)	Survival, battle royale, sandbox
Developer(s))	Epic Games ^[a]
Publisher(s)	Epic Games ^[b]
Platform(s)	macOS ^[c] Windows PlayStation 4 Xbox One iOS ^[c] Nintendo Switch Android ^[c] Xbox Series X/S PlayStation 5
First release	<i>Fortnite: Save the World</i> July 25, 2017 (early access)
Latest release	<i>Fortnite Creative</i> December 6, 2018 ^[d]

Fortnite is an [online video game](#) developed by [Epic Games](#) and released in 2017. It is available in three distinct game mode versions that otherwise share the same general gameplay and

game engine: *Fortnite Battle Royale*, a free-to-play [battle royale game](#) in which up to 100 players fight to be the last person standing; *Fortnite: Save the World*, a cooperative hybrid [tower defense-shooter](#) and [survival](#) game in which up to four players fight off [zombie](#)-like creatures and defend objects with traps and fortifications they can build; and *Fortnite Creative*, in which players are given complete freedom to create worlds and battle arenas.

Save the World and *Battle Royale* were released in 2017 as [early access](#) titles, while *Creative* was released on December 6, 2018. While the *Save the World* and *Creative* versions have been successful for Epic Games, *Fortnite Battle Royale* in particular became an overwhelming success and a [cultural phenomenon](#), drawing more than 125 million players in less than a year, earning hundreds of millions of dollars per month. *Fortnite* as a whole generated \$9 billion in gross revenue up until December 2019.

Save the World is available for [macOS](#),^[c] [PlayStation 4](#), [Windows](#), and [Xbox One](#), while *Battle Royale* and *Creative* were released for all those platforms, and also for [Android](#) and [iOS](#) devices^[c] and [Nintendo Switch](#). The game also launched with the release of the ninth-generation [PlayStation 5](#) and [Xbox Series X/S](#) consoles.

Game modes

Fortnite is distributed as three different game modes, using the same engine; each has similar graphics, art assets, and game mechanics.

- *Fortnite: Save the World* is a player-versus-environment [cooperative game](#), with four players collaborating towards a common objective on various missions. The game is set after a fluke storm appears across Earth, causing 98% of the population to disappear, and the survivors to be attacked by zombie-like "husks". The players take the role of commanders of home base shelters, collecting resources, saving survivors, and defending equipment that helps to either collect data on the storm or to push back the storm. From missions, players are awarded a number of in-game items, which include hero characters, weapon and trap schematics, and survivors, all of which can be leveled up through gained experience to improve their attributes.
- *Fortnite Battle Royale* is a player-versus-player game for up to 100 players, allowing one to play alone, in a duo, or in a squad (usually consisting of three or four players).

Weaponless players [airdrop](#) from a "Battle Bus" that crosses the game's map. When they land, they must scavenge for weapons, items, resources, and even vehicles while trying to stay alive and to attack and eliminate other players. Over the course of a round, the safe area of the map shrinks down in size due to an incoming toxic storm; players outside that threshold take damage and can be eliminated if they fail to quickly evacuate. This forces remaining players into tighter spaces and encourages player encounters. The last player, duo, or squad remaining is the winner.

- *Fortnite Creative* is a [sandbox game](#) mode, in which players are given complete freedom to spawn any item from the Battle Royale gamemode on a personal island, and can create games such as battle arenas, race courses, [platforming](#) challenges, and more.

Players can use their pickaxe to knock down existing structures on the map to collect basic resources that are wood, brick, and metal. Subsequently, in all modes, the player can use these materials to build fortifications, such as walls, floors, and stairs. Such fortification pieces can be edited to add things like windows or doors. The materials used have different durability properties and can be updated to stronger variants using more materials of the same type. Within *Save the World* this enables players to create defensive fortifications around an objective or trap-filled tunnels to lure husks through. In *Battle Royale*, this provides the means to quickly traverse the map, protect oneself from enemy fire, or to delay an advancing foe. Players are encouraged to be very inventive in designing their fortifications in *Creative*.

While *Battle Royale* and *Creative* are [free-to-play](#), *Save the World* is [pay-to-play](#).^[4] The games are [monetized](#) through the use of V-Bucks, in-game currency that can be purchased with real-world funds, but also earned through completing missions and other achievements in *Save the World*.^[5] V-Bucks in *Save the World* can be used to buy [loot boxes](#), in the form of piñatas shaped like llamas, to gain a random selection of items. In *Battle Royale*, V-Bucks can be used to buy cosmetic items like character models and the like or the game's [battle pass](#), a tiered progression of customization rewards for gaining experience and completing certain objectives during the course of a *Battle Royale* season.^{[6][7]}

Development

Fortnite: Save the World

Main article: [Fortnite: Save the World § Development](#)

Fortnite began from an internal [game jam](#) at Epic Games following the publishing of [Gears of War 3](#) around 2011. Though it was not initially one of the developed titles during the jam, the concept of merging the construction game genre, representing games like [Minecraft](#) and [Terraria](#), and shooter games arose, leading to the foundation of *Fortnite*.^{[8][9]} Development of *Fortnite* slowed due to several issues, including switching from the [Unreal Engine 3](#) to Unreal Engine 4, a deeper [role-playing game](#) approach to extend the life of the game, and a switch of art style from a dark theme to a more cartoonish style. Further, Epic was looking to get into the [games as a service](#) model, and brought in Chinese publisher [Tencent](#) to help; Tencent took a large stake in Epic as part of this, leading to the departure of several executives, including [Cliff Bleszinski](#), who had been a key part of *Fortnite*'s development. *Fortnite*'s approach was changed to be Epic's testbed for games as a service, and further slowed the development.^{[10][9][11]}

Epic was able to prepare to release *Fortnite* as a paid early access title in July 2017, with plans to release it as free-to-play sometime in 2019 while gaining feedback from players to improve the game.^{[12][13][14][15]} With the release of *Fortnite Battle Royale*, the player-versus-environment mode was distinguished as "Save the World". Ultimately, Epic opted to release *Save the World* as a premium title, bringing it out of early access on June 29, 2020.^[16]

Fortnite Battle Royale

Main article: [Fortnite Battle Royale § Development](#)

Near the same time that Epic released *Fortnite* into early access, [PlayerUnknown's Battlegrounds](#) had become a worldwide phenomenon, having sold over 5 million copies three months from its March 2017 release, and drawing strong interest in the battle royale genre. Epic recognized that with the *Fortnite* base game, they could also do a battle royale mode, and

rapidly developed their own version atop *Fortnite* in about two months.^[17] By September 2017, Epic was ready to release this as a second mode from "Save the World" in the paid-for earlier access, but then later decided to release it as a free game, *Fortnite Battle Royale*, supported with microtransactions. This version quickly gained players, with over 10 million players during its first two weeks of release, and leading Epic to create separate teams to continue the *Fortnite Battle Royale* development apart from the *Save the World* version, outside of common engine elements and art assets.^{[18][19]} This allowed *Fortnite Battle Royale* to expand to other platforms otherwise not supported by *Save the World*, including iOS and Android mobile devices and the Nintendo Switch.^{[20][21]}

Fortnite Creative

Main article: [Fortnite Creative § Development](#)

A creative [sandbox](#) mode launched on December 6, 2018, synchronized with the start of season 7 of *Fortnite Battle Royale*. Each player has access to a private, persistent island on which they construct buildings and add and manipulate objects as desired. Players are able to invite friends to this island and participate in unofficial games such as race tracks or jumping courses.^[22] Only players who purchased the battle pass initially received their own island, but a week later, on December 13, players who did not purchase it received access to the game mode for free.^[23]

Reception

See also: [Fortnite: Save the World § Reception](#), [Fortnite Battle Royale § Reception and legacy](#), and [Fortnite Creative § Reception](#)



The *Fortnite* Pro-Am event at E3 2018

The *Save the World* mode achieved over one million players by August 2017, just prior to the release of *Battle Royale*.^[24]

Fortnite Battle Royale became a significant financial success for Epic Games, leading them to separate the teams between *Save the World* and *Battle Royale* to provide better support for both modes. Within two weeks of release, over 10 million players had played the mode,^[25] and by June 2018, just after the Nintendo Switch release, had reached 125 million players.^[26]

Revenue from *Fortnite Battle Royale* during the first half of 2018 had been estimated in the hundreds of millions of dollars per month,^{[27][28]} with total 2018 revenue estimated at \$2.4 billion by analysis firm SuperData Research.^[29] Total revenue for *Fortnite* reached more than \$9 billion by the end of 2019.^[30]

Fortnite Battle Royale has also become a cultural phenomenon,^[31] with several celebrities reporting they play the game, and athletes using *Fortnite* emotes as victory celebrations.^[32] A notable streaming event in March 2018, with streamer Ninja playing *Fortnite Battle Royale* alongside Drake, Travis Scott, Kim DotCom, and Pittsburgh Steelers wide receiver JuJu Smith-Schuster, broke viewership records for Twitch to date, and led to Epic arranging a *Fortnite Battle Royale* pro-am with 50 pairs of streamers and professional players matched with celebrities at E3 2018.^{[33][34][35]} Epic Games has developed organized esports

competitions around *Fortnite Battle Royale*, such as the inaugural US\$30 million [Fortnite World Cup](#) tournament that took place in July 2019.^{[36][37]}

See also: [Fortnite Battle Royale § Parental concerns](#)

There has also been growing concern over *Fortnite Battle Royale*'s draw toward young children, emphasized with the release of the mobile client. Parents and teachers had expressed concern that students are being distracted and drawn away from school work due to playing *Fortnite*.^[38] Concerns have also been raised about the impact that playing a game involving repeated depictions of gun violence may have on young children.^{[39][40]}

Awards

In 2017, the game was nominated for "Best Co-op Game" by [PC Gamer](#),^[41] and for "Best Spectator Game" by [IGN](#).^[42] In 2018, the game won the award for Best Ongoing Game by [PC Gamer](#)^[43] and [IGN](#),^[44] the latter of which nominated it for "Best Nintendo Switch Game", "Best Mobile Game", and "Best Action Game".^{[45][46][47]}

Year	Award	Category	Result	References
2017	The Game Awards 2017	Best Multiplayer	Nominated	^[48]
2018	16th Visual Effects Society Awards	Outstanding Visual Effects in a Real-Time Project (<i>A Hard Day's Night</i>)	Nominated	^{[49][50]}

	21st Annual D.I.C.E. Awards	Outstanding Achievement in Online Gameplay	Nominated	[51][52]
	SXSW Gaming Awards 2018	Excellence in Multiplayer	Nominated	[53][54]
		Excellence in Gameplay	Nominated	
	14th British Academy Games Awards	Evolving Game	Nominated	[55][56]
		Multiplayer	Nominated	
	2018 Webby Awards	People's Voice Award for Best Multiplayer/Competitive Game	Won	[57]
	Game Critics Awards 2018	Best Ongoing Game	Won	[58][59]
	Develop Awards	Best Animation	Nominated	[60][61]
	Teen Choice Awards	Choice Videogame	Won	[62][63]
	BBC Radio 1's Teen Awards	Best Game (<i>Fortnite Battle Royale</i>)	Won	[64]

	Golden Joystick Awards 2018	Best Competitive Game	Won	[65] [66] [67]
		Mobile Game of the Year	Nominated	
		Ultimate Game of the Year (<i>Fortnite Battle Royale</i>)	Won	
	The Game Awards 2018	Best Multiplayer Game	Won	[68] [69]
		Best Mobile Game	Nominated	
		Best Ongoing Game	Won	
		Best Esports Game	Nominated	
	Gamers' Choice Awards	Fan Favorite Game	Won	[70]
		Fan Favorite Multiplayer Game	Won	
		Fan Favorite eSports Game	Won	
		Fan Favorite Battle Royale Game	Won	

		Fan Favorite eSports League Format (Community Skirmishes)	Won	
2019	22nd Annual D.I.C.E. Awards	Online Game of the Year	Won	[71][72]
	15th British Academy Games Awards	Evolving Game	Won	[73][74]
		Mobile Game	Nominated	
	Famitsu Awards	Excellence Prize	Won	[75]
	2019 Webby Awards	Best Multiplayer/Competitive Game	Won	[76]
	Game Critics Awards 2019	Best Ongoing Game	Nominated	[77]
	Golden Joystick Awards 2019	Still Playing	Nominated	[78][79]
		eSports Game of the Year	Won	
	The Game Awards 2019	Best Ongoing Game	Won	[80][81]
		Best Community Support	Nominated	

		Best eSports Game	Nominated	
		Best eSports Event (Fortnite World Cup)	Nominated	
2020	16th British Academy Games Awards	Evolving Game	Nominated	[82][83]
	2020 Kids' Choice Awards	Favorite Video Game	Nominated	[84]
	The Game Awards 2020	Best Ongoing Game	Nominated	[85]
		Best Community Support	Nominated	
		Best eSports Game	Nominated	
	Best of Galaxy Store Awards	Game of the Year 2020	Won	[86]
2021	2021 Kids' Choice Awards	Favorite Video Game	Nominated	[87]

Notes

- [^] [Iron Galaxy](#) co-developed the Xbox One and PlayStation 4 versions in *Fortnite: Save the World*.
- [^] [Gearbox Software](#) published retail copies of *Fortnite: Save the World* for Xbox One and PlayStation 4 when the game was first released in July 2017. After the introduction of *Battle Royale*, [Warner Bros. Interactive Entertainment](#) published retail copies for PlayStation and Xbox consoles.^[1]
- [^]
- [Jump up to:](#)
- ^{a b c d e} The iOS and Android clients of *Fortnite Battle Royale* were removed by Apple and Google respectively on August 13, 2020 as Epic had changed how one could buy V-bucks with the client, leading Epic to file a lawsuit against Apple. The macOS client of both *Battle Royale* and *Save the World*, while downloadable, will not be able to be updated as well due to app signing restrictions. See [Epic Games v. Apple](#). The game remained playable if one had already downloaded it. On Android, while it is no longer available on Google Play, it remains available via the [Samsung Galaxy Store](#) on Samsung Galaxy devices as well as directly from the Epic Games App on all other Android devices. Since May 5, 2022, the game can also be played via [Xbox Cloud Gaming](#) and [GeForce Now](#) on Android, macOS, iOS and iPadOS devices.^{[2][3]}
- [^] *Fortnite Creative* was only available for Battle Pass owners until December 13, 2018.

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