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 studhents 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 pee! 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

63 languages

Article



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Not to be confused with Fortnight.

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.[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 (A Hard Day's Night)	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 (Fortnite Battle Royale)	Won	[64]
	Golden Joystick Awards 2018	Best Competitive Game	Won	[65][66][67]
		Mobile Game of the Year	Nominated	
		Ultimate Game of the Year (Fortnite Battle Royale)	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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Not to be confused with Fortnight.

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.[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 (*A Hard Day's Night*)	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 (*Fortnite Battle Royale*)	Won	[64]

	Golden Joystick Awards 2018	Best Competitive Game	Won	[65][66][67]
		Mobile Game of the Year	Nominated	
		Ultimate Game of the Year (*Fortnite Battle Royale*)	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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