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Fortnite

Fortnite is an online video game and game platform developed by Epic Games and released in 2017. It is available in six 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, *Lego Fortnite*, *Rocket Racing* and *Fortnite Festival*.

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. Furthermore, *Lego Fortnite*, *Rocket Racing* and *Fortnite Festival* are releasing on all available platforms.

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 Festival* December 9, 2023

Game modes

Fortnite has multiple game modes, using the same engine; each has similar graphics and art assets. Five of these modes are directly created and managed by Epic Games and its subsidiaries:

- *Fortnite: Save the World* is a player-versus-environment cooperative game, with four players collaborating towards a common objective on various missions while avoiding the effects of an encroaching cataclysmic storm. 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, and then scavenge for weapons, items, and resources 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 until the last player or team is alive.
- *Lego Fortnite* is a survival sandbox game, where players play as Lego Minifig versions of characters, as they collect materials, build various buildings, craft various weapons and tools and fight against monsters.
- *Rocket Racing* is a racing game, developed by Psyonix and serving as a spin-off title to *Rocket League*. Players race vehicles, gaining speed boosts from special lanes sections or by drifting, as well as the ability to jump and racing on vertical and inverted surfaces, while avoiding obstacles on the course.
- *Fortnite Festival* is a rhythm game developed by Harmonix, consisting of two modes. In the "Main Stage", players play popular rock songs, hitting notes to the rhythm in the Main Stage on one of the four unique parts: Lead, Guitar/Bass, Drums and Vocals, in a manner similar to Harmonix's *Rock Band* games.[4] In the "Jam Stage", players cooperate to make remixes, similar to Harmonix' *Dropmix* and *Fuser*, using any part of any song within *Festival* mode.

In addition to these mode, *Fortnite* offers the sandbox mode, *Fortnite Creative*. Within this mode, 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. Furthermore, it also supports Unreal Editor for Fortnite (UEFN), which allows players to edit worlds using Fortnite assets.

All modes except *Save the World* are free-to-play; *Save the World* is pay-to-play.[5] 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*.[6] In other modes, V-Bucks can be used to buy cosmetic items such as character models 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.[7][8] All modes of *Fortnite* are cross-platform play compatible, requiring users to use an Epic Games account for cross-saving between platforms.[9]

Development history

Fortnite: Save the World (2011–2017)

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*.[10][11] 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.[12][11][13]

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.[14][15][16][17] 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.[18]

Fortnite Battle Royale (2017–2018)

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.[19] 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.[20][21] 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.[22][23]

Fortnite Creative (2018–2023)

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.[24] 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.[25]

Fortnite Experiences (2023–present)

In March 2023, Epic released the Unreal Editor for Fortnite (UEFN), a standalone editor for Windows. UEFN allows creators to use the Unreal Editor with features of Unreal Engine 5 and *Fortnite* assets in developing new modes within the *Fortnite Creative* mode; this mode was called "Creative 2.0".[26]

In October 2023, Epic redesigned the main *Fortnite* client to present Epic's own various modes as well as the numerous creative modes as part of *Fortnite Experiences*, comparable to Roblox in presentation.[27] This was followed by the introduction of three new Epic-developed modes for the game in December 2023: *Lego Fortnite*, a survival game developed in conjunction with The Lego

Group, *Rocket Racing*, an arcade-style driving game developed by Psyonix, and *Fortnite Festival*, a rhythm game developed by Harmonix. Each mode was introduced as free-to-play, interfacing with the game's battle pass system, and offering new rewards associated with those modes.[28]
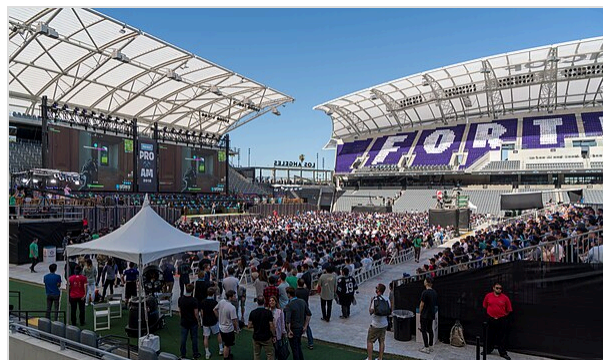
Numerous improvements in UEFN were announced in March 2024, including the addition of Unreal Engine's MetaHuman character rendering technology, and more assets from Lego, *Rocket Racing*, and *Fall Guys*. Epic also stated their intent to have future *Fortnite Battle Royale* seasons starting in late 2025 to be developed in UEFN.[29]

Reception

The *Save the World* mode achieved over one million players by August 2017, just prior to the release of *Battle Royale*.[30]

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,[31] and by June 2018, just after the Nintendo Switch release, had reached 125 million players.[32] Revenue from *Fortnite Battle Royale* during the first

The *Fortnite* Pro-Am event at E3 2018

half of 2018 had been estimated in the hundreds of millions of dollars per month,[33][34] with total 2018 revenue estimated at $2.4 billion by analysis firm SuperData Research.[35] Total revenue for *Fortnite* reached more than $9 billion by the end of 2019.[36]

Fortnite Battle Royale has also become a cultural phenomenon,[37] with several celebrities reporting they play the game, and athletes using *Fortnite* emotes as victory celebrations.[38] 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.[39][40][41] 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[42][43] and the Fortnite Championship Series (FNCS), the latter of which would be organized by Epic Games in 2020 and 2021 before being organized by Blast ApS from 2022 onwards.

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*.[44] Concerns have also been raised about the impact that playing a game involving repeated depictions of gun violence may have on young children.[45][46]

Awards

In 2017, the game was nominated for "Best Co-op Game" by *PC Gamer*,[47] and for "Best Spectator Game" by IGN.[48] In 2018, the game won the award for Best Ongoing Game by *PC Gamer*[49] and IGN,[50] the latter of which nominated it for "Best Nintendo Switch Game", "Best Mobile Game", and "Best Action Game".[51][52][53]

Year	Award	Category	Result	Ref(s).
2017	The Game Awards 2017	Best Multiplayer	Nominated	[54]
2018	16th Visual Effects Society Awards	Outstanding Visual Effects in a Real-Time Project (*A Hard Day's Night*)	Nominated	[55][56]
	21st Annual D.I.C.E. Awards	Outstanding Achievement in Online Gameplay	Nominated	[57][58]
	SXSW Gaming Awards 2018	Excellence in Multiplayer	Nominated	[59][60]
		Excellence in Gameplay	Nominated	
	14th British Academy Games Awards	Evolving Game	Nominated	[61][62]
		Multiplayer	Nominated	
	2018 Webby Awards	People's Voice Award for Best Multiplayer/Competitive Game	Won	[63]
	Game Critics Awards 2018	Best Ongoing Game	Won	[64][65]
	Develop Awards	Best Animation	Nominated	[66][67]
	Teen Choice Awards	Choice Videogame	Won	[68][69]
	BBC Radio 1's Teen Awards	Best Game (*Fortnite Battle Royale*)	Won	[70]
	Golden Joystick Awards 2018	Best Competitive Game	Won	[71][72][73]
		Mobile Game of the Year	Nominated	
		Ultimate Game of the Year (*Fortnite Battle Royale*)	Won	
	The Game Awards 2018	Best Multiplayer Game	Won	[74][75]
		Best Mobile Game	Nominated	
		Best Ongoing Game	Won	
		Best Esports Game	Nominated	
	Gamers' Choice Awards	Fan Favorite Game	Won	[76]
		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	[77][78]
	15th British Academy Games Awards	Evolving Game	Won	[79][80]
		Mobile Game	Nominated	
	Famitsu Awards	Excellence Prize	Won	[81]
	2019 Webby Awards	Best Multiplayer/Competitive Game	Won	[82]
	Game Critics Awards 2019	Best Ongoing Game	Nominated	[83]
	Golden Joystick Awards 2019	Still Playing	Nominated	[84][85]

Year	Award	Category	Result	Ref(s).
		eSports Game of the Year	Won	
	The Game Awards 2019	Best Ongoing Game	Won	[86][87]
		Best Community Support	Nominated	
		Best eSports Game	Nominated	
		Best eSports Event (Fortnite World Cup)	Nominated	
2020	16th British Academy Games Awards	Evolving Game	Nominated	[88][89]
	2020 Kids' Choice Awards	Favorite Video Game	Nominated	[90]
	The Game Awards 2020	Best Ongoing Game	Nominated	[91]
		Best Community Support	Nominated	
		Best eSports Game	Nominated	
	Best of Galaxy Store Awards	Game of the Year 2020	Won	[92]
2021	2021 Kids' Choice Awards	Favorite Video Game	Nominated	[93]
2022	2022 Game Awards	Best Community Support	Nominated	[94]
		Best Ongoing Game	Nominated	
2023	2023 Game Awards	Best Ongoing Game	Nominated	[95]
2024	20th British Academy Games Awards	Evolving Game	Nominated	[96][97]
		EE Game of the Year	Nominated	

Notes

a. Iron Galaxy co-developed the Xbox One and PlayStation 4 versions in *Fortnite: Save the World*. Psyonix developed *Rocket Racing*. Harmonix developed *Fortnite Festival*.

b. 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]

c. 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]

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