Fortnite Heatmap System

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Overview

- Introduction
- Data Collection
- Initial Observations
- Challenges
- Moving Forward

Introduction

- Fortnite's Objective
  - Drop onto a map with 99 other players
  - Try to find as many weapons/resources quickly
  - Be the last person alive to win
- Research Questions
  - Which drop zone will give me highest probability of winning?
  - Which drop zone averages the largest number of kills?
- The Map
  - Divided into quadrants
- The Goal
  - Create a heat map to display which locations are currently the "best" to drop at
    - Best being the location with the highest probability of winning

Data Collection

Fortnite Questions

* Required

Which quadrant did you land in? Use map below for reference *

Choose ▾

Which game mode were you in? *

Choose ▾

What place did you finish? (Example: 4) *

Your answer

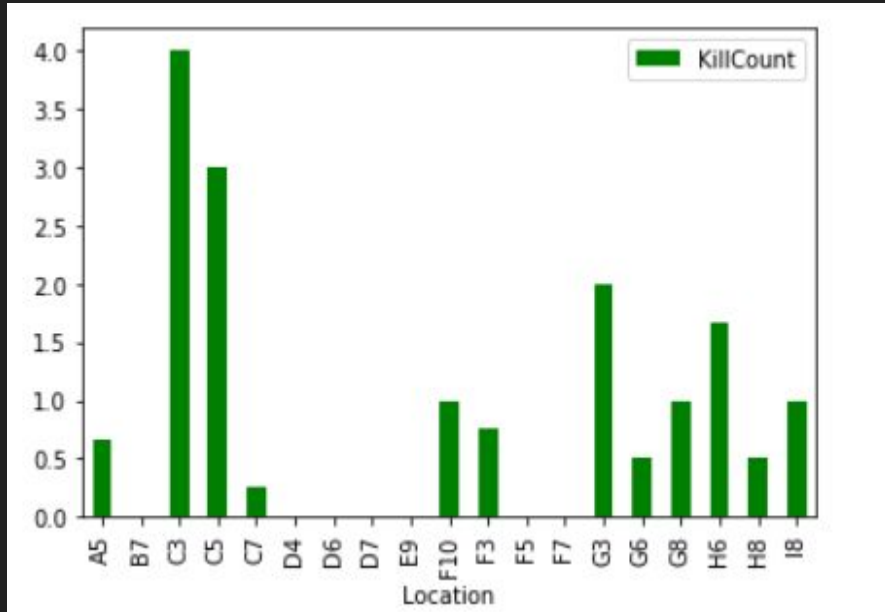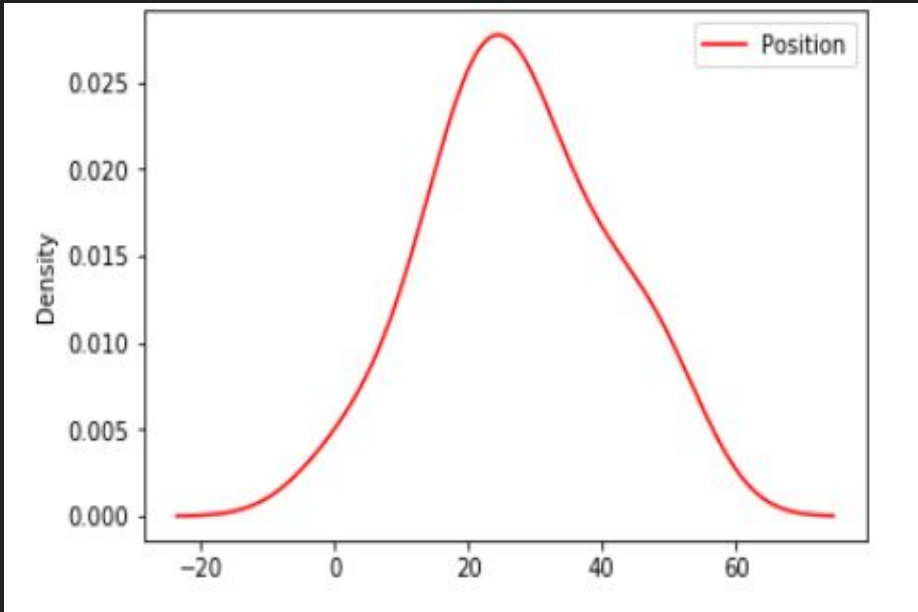How many kills did you get? (Example: 7) *

Your answer

SUBMIT

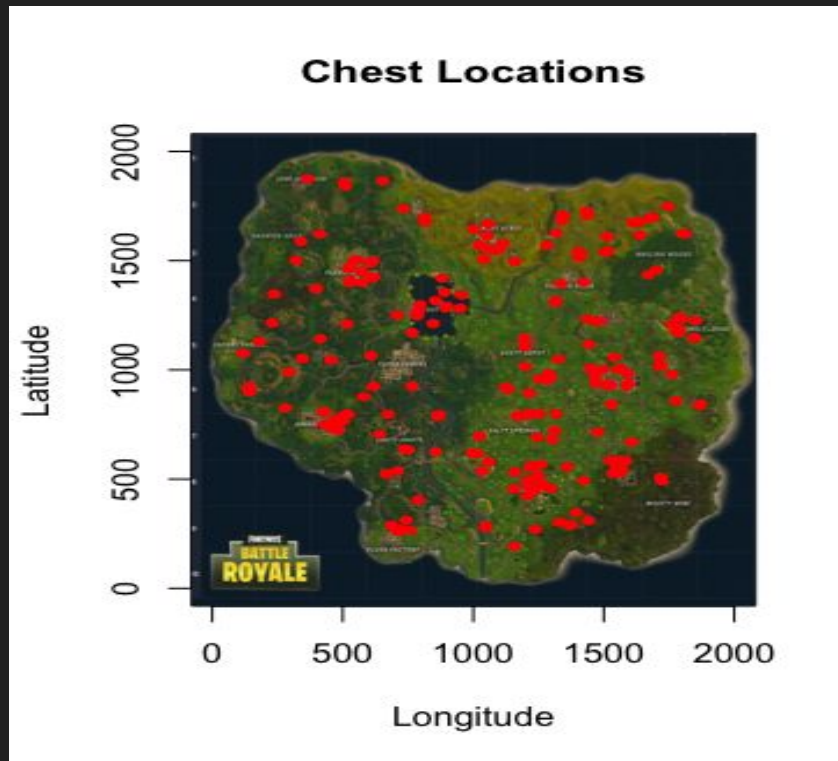Never submit passwords through Google Forms.

4

Initial Analysis

Average kills per location

Average placement

Analysis Continued

Chest Locations

Challenges

- People not being truthful to seem better at the game
- People incorrectly entering locations for different quadrants
- Updates to the game map that impact probabilities

Moving Forward

- Continue to collect and maintain clean data
- Figure out how to generate a heatmap with the current data
- Create figures for each game mode (Solo, Duo, Squad)

References

- Reddit Fortnite subreddit
- Epic Games Fortnite Forum
- Fortnite Documentation for rules
- Kaggle for chest coordinates

Questions?