Okay so let’s talk about the most important thing in the world right now. No, it’s not the card game project that is due this week. It’s the completely random blackhole in Fortnite. As the author of the article stated that a changed to the game has been suspected now for some time. With the ever-changing narrative I feel that Epic games made a great narrative and business decision with the blackhole. For me personally I don’t play Fornite, but I can see the anticipation amongst fans of the game. The players have been awaiting a new season for a while now and instead of just taking the game down for maintenance the studio developers chose to build the narrative and leave the players on an amazing cliff hanger. I mean talk about an empire strikes back or thanos snap moment. I wish that some of my favorite games would have did that. However, I also agreed that the blackhole was an awesome reboot. Bringing in fresh new players to a franchise and building the game along with it is smart. It keeps the game fresh and up to date. Though the timing of the event is a little concerning. I mean how many people were one of two people left and about to possibly win the game and the blackhole happened. That would piss me off too if the game suddenly just got sucked me into a blackhole. Talk about the dog ate my homework. I disagree with some people as the author state that the game lost millions of dollars in the down time. It seems to me that the developers of the game took great time and passion into creating the game and making it last for years. A few million lost then is nothing compared to the millions to come in the future. Those people are just greedy. Anyway I loved the idea of seasonal reboot and think that other game developers will likely mimic the same business decision.