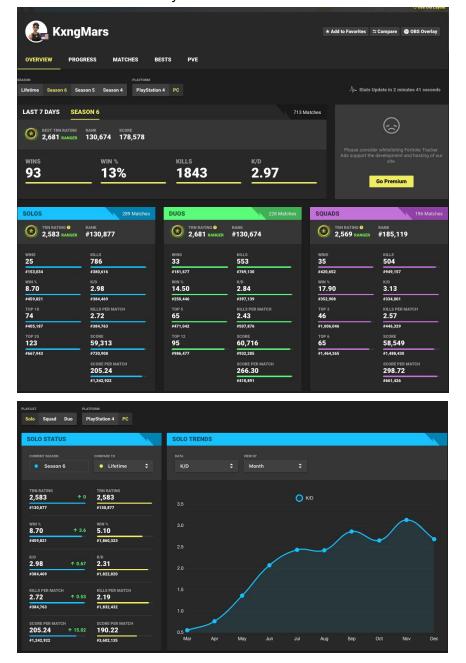Gabriel Olanday
Creative Coding
Prof. Caitlin Morris

FINAL PROPOSAL

Make use of the Fortnite Tracker API to access the player statistics for Epic Games' Fortnite:
Battle Royale. I plan to create some "advanced metrics" that go beyond the basic stats that
Fortnite Tracker currently has on their website.

I will be working with p5.js, as this is what I feel most comfortable working with. I should be using just my laptop and a projector for the presentation.

Currently, I know I want to create some new metrics that the Fortnite Tracker website doesn't have, and find a way to display these metrics in my own way. These advanced metrics will depend on the limitations of the data that Fortnite Tracker is able to provide. In terms of technical challenges, I think the biggest would be finding a unique and personal way to visualize the data sets that I'm able to create. I'm also anticipating several problems with manipulating the data I'm able to retrieve from the API as well, as my experience and understanding of these concepts is pretty limited.

If I'm able to actually make something substantial with this project I may consider getting in touch with Tracker Network (the organization that runs Fortnite Tracker and many other sites compiling video game statistics) and seeing if they can implement my metrics on their actual site. But more realistically I would just like to have it on my tumblr portfolio.

Check-In Dates
- 12.4
    - Access API using API key provided by trackernetwork
    - Initial site layout/design sketch, including some data crunching for my new metrics
- 12.6
    - First draft of functional site displaying the basic metrics as well as my own
    - Tabs to display statistics for different playlists
        - Solo
        - Duo
        - Squad
    - Match History