

# Personal Development Plan

## What

An analysis of the Fortnite Battle Royale item shop from the perspective of economic game design.

## How

By exploring availability, seasonality, price range, spending depth, etc. over time.

## Challenge

Scraping, cleaning and organizing the data available on fandom websites, as well as asking the right questions from the game development perspective.

## Tools

- Python: NumPy, Matplotlib, Seaborn, scikit-learn, etc.
- Fortnite APIs
- Tableau

	Week 1	Week 2	Week 3	Week 4 MIDWAY	Week 5	Week 6	Week 7	Week 8
<b>Need to learn</b>	Where to get data	Fortnite APIs						
<b>Need to do</b>	Structure project and PDP	Define preliminary questions	Generalize data into insights	Prepare midway presentation			Script and record the presentation	Submit presentation (C3). Prepare assessment (C4)
<b>Help I need</b>	Define a scope	Getting the economic game design perspective	Get feedback from creative people	Feedback		Present the analysis to people to see if they understand it		
<b>Milestones</b>	Get a (draft) plan together	Exploratory data analysis	Generalized information	Simple midway presentation	Iterate and improve	Wrap up analysis	Final adjustments	An in-depth analysis