FortNotification

We’ve got you covered.
The easiest way to keep track
of the items you want
is now here.

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FortNotification

Team Members:

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Contributions:

50/50

Links:

Github: https://github.com/isybub/fortnotification

FortNotification: http://www.fortnotification.appspot.com

Project

Option 1: Development of a cloud application using your own idea and strengths

Summary

The purpose of our project is to use the Fortnite API, and quite a few of Google's APIs to create a meaningful website that fills a current gap in the market. There is no current easy alternative to FortNotification, meaning it has the potential for marketing, advertising and real-world usage.

Introduction

Fortnite is a currently popular video game, that can be played on many different machines and computers. It has a player base of *approximately 125 million people.*

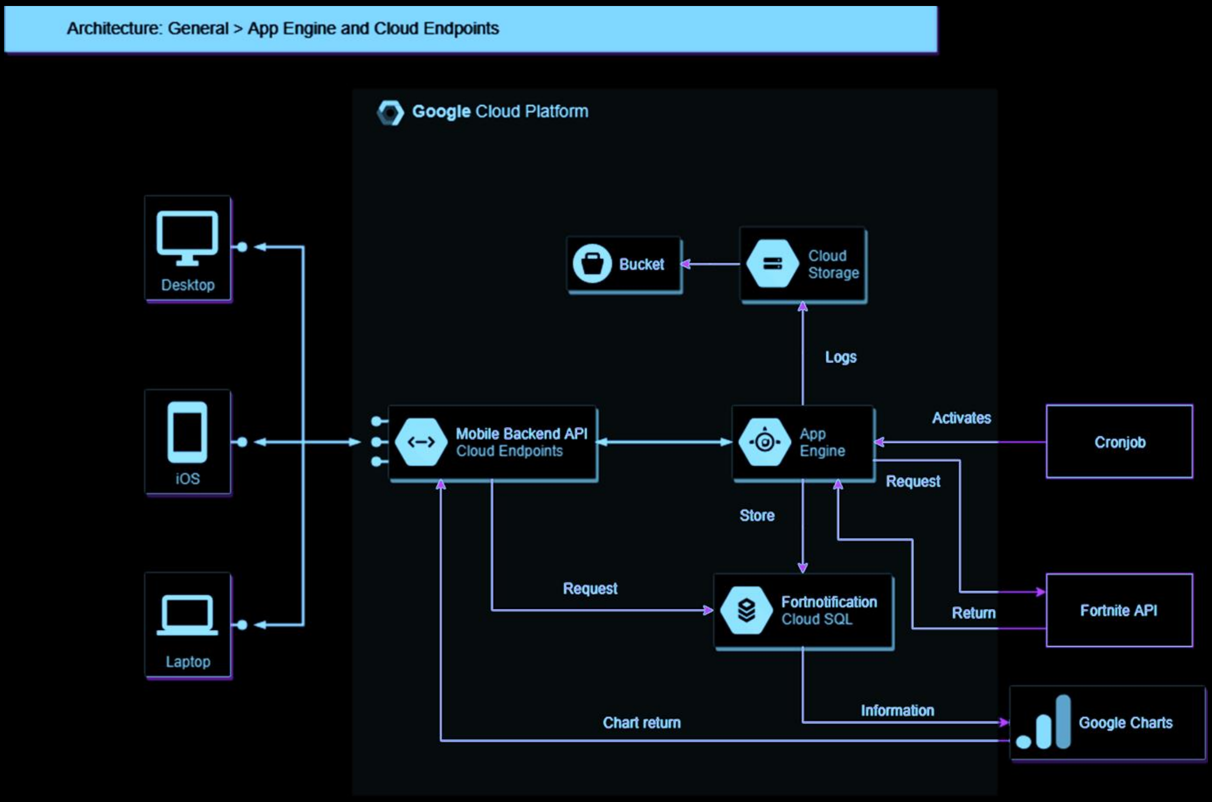
This game has an internal "Store", where players can spend virtual currency to purchase "Skins" and "Items". These skins and items are rotated through the store on a 24-hour basis, and no two days will have the same items. There are currently nearly *400 items* in the game that will be sold on the store, and as such it can take quite some time for certain items to arrive on the daily rotation.

This leads to an issue. Players want a specific item. Players will have to log into the game *every single day* for an undetermined amount of time to purchase that specific item.

Here's where FortNotification comes in. A user will log in with Google Authentication, list the few items they wish to purchase, and each day as the store rotates, if it contains one of the items that the user wants, they will receive an email ASAP describing the items in the store.

This means users can rest easy knowing they will be able to purchase the item they want, and *not have to log into the game* every single day to check.

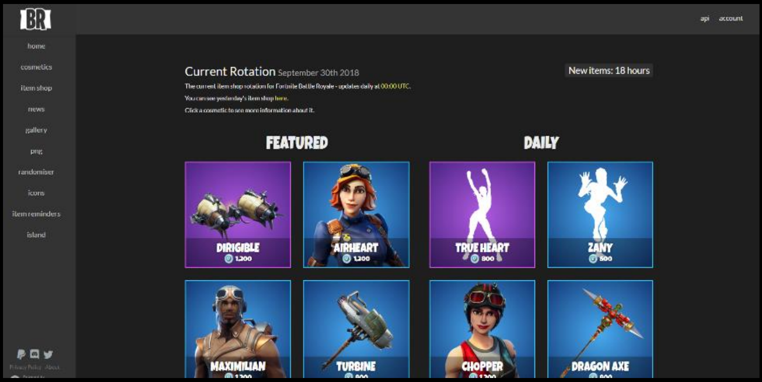
Architecture



The website is hosted on Google Apps Engine, using the SQL API, Google Storage API, Charts API, User Service API, and the Fortnite API. Most of these services are backend, and the user will not notice, aside from google charts.

The user will access the website, which runs a call to the Google Charts API, to display the *top 5 most popular* “requested” items. The user may then login to the website, using the Google User Service API. Having logged in, the user may continue to their requested items.
On the item selection page, the user is greeted by a text area where they can specify the items they wish to “request” from the store. Entering this data begins the backend process as follows:
Process the input and itemize each point as separate elements in an array, store the information using google SQL API, and save the user’s information using Google Storage API.
Each morning at *10:05AM* a cronjob will be run to get the information from the Fortnite API about the items in the store on that day. These items will be compared against users and then emails are sent out to the users that have matching items in the store they “requested”.

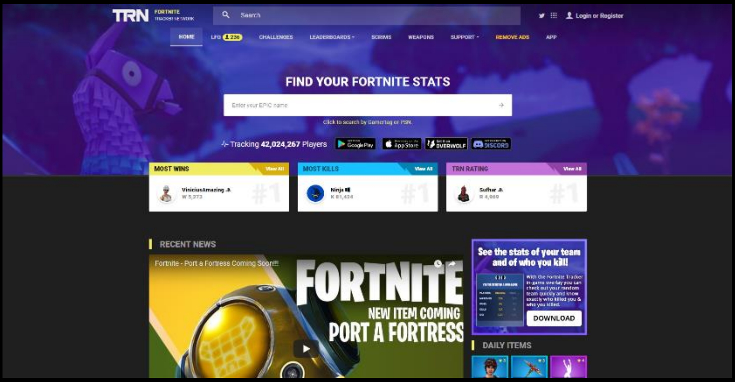
Related work



The current item shop rotation for Fortnite Battle Royale - updates daily at 00:00 UTC.

You can see yesterday's item shop here.

Click a cosmetic to see more information about it.

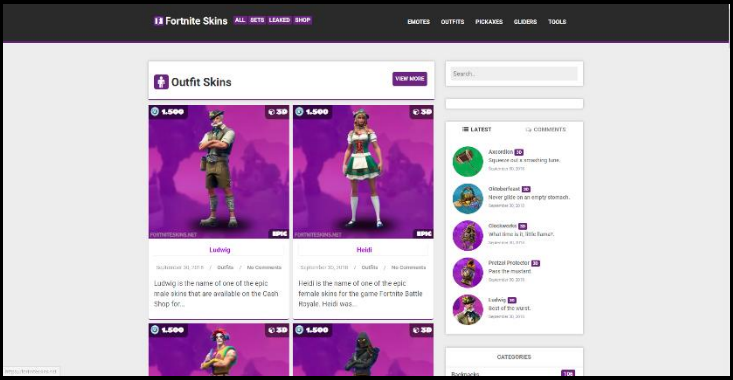


https://fnbr.co/shop/

A hub to view the store
items online rather than logging into the game.
This still takes time, and a good memory to
check each day. Lacking a notification feature.

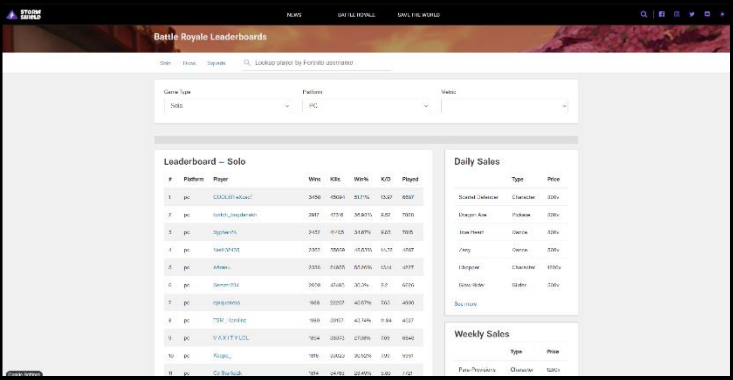
https://fortnitetracker.com/

Using a very similar Fortnite API, players can
get their stats of the last season and compare
with other players. Similarly lacking a
notification feature.



Ludwig is the name of one of the epic male skins that are available on the Cash Shop for...

Heidi is the name of one of the epic female skins for the game Fortnite Battle Royale. Heidi was...



https://fortniteskins.net

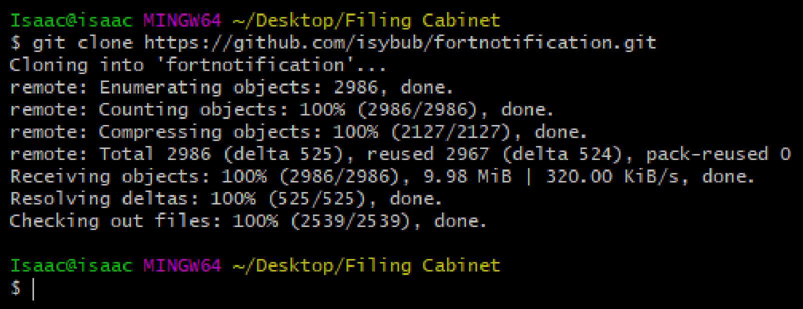
Also using Fortnite API, listing all of the items
that have ever been available in the store ,and
the ones in the store right now.

https://www.stormshield.one/pvp

Fortnite Tracker clone – slightly less favourable
website design, however simpler to look at
with less on the screen at once.

Step 1.

Clone the repository

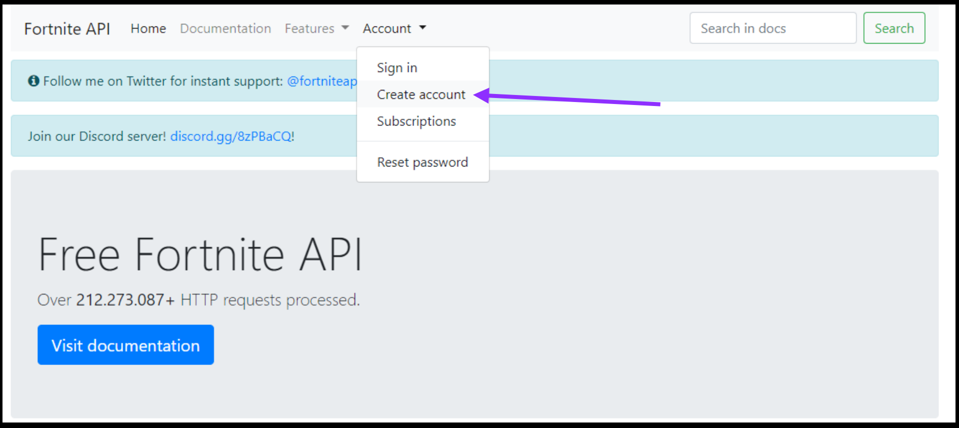


```
Isaac@isaac MINGW64 ~/Desktop/Filing Cabinet
$ git clone https://github.com/isybub/fortnotification.git
Cloning into 'fortnotification'...
remote: Enumerating objects: 2986, done.
remote: Counting objects: 100% (2986/2986), done.
remote: Compressing objects: 100% (2127/2127), done.
remote: Total 2986 (delta 525), reused 2967 (delta 524), pack-reused 0
Receiving objects: 100% (2986/2986), 9.98 MiB | 320.00 KiB/s, done.
Resolving deltas: 100% (525/525), done.
Checking out files: 100% (2539/2539), done.

Isaac@isaac MINGW64 ~/Desktop/Filing Cabinet
$ |
```

Step 2.

Create an account on https://fortniteapi.com



Follow me on Twitter for instant support: @fortniteap

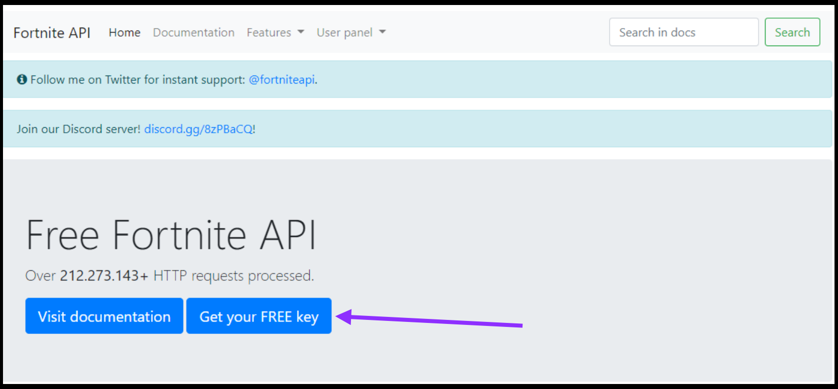
Join our Discord server! discord.gg/8zPBaCQ!

Free Fortnite API

Over 212.273.087+ HTTP requests processed.

Step 3.

Once logged in, “Get your FREE key”



Follow me on Twitter for instant support: @fortniteapi.

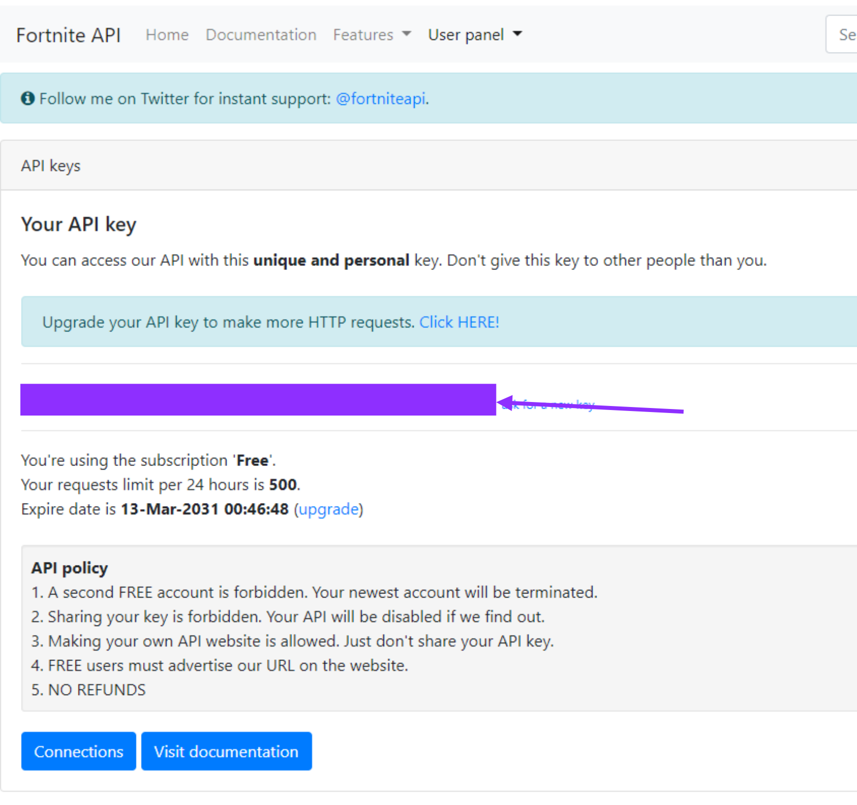
Join our Discord server! discord.gg/8zPBaCQ!

Free Fortnite API

Over 212.273.143+ HTTP requests processed.

Step 4.

Copy your new key to clipboard



Follow me on Twitter for instant support: @fortniteapi.

API keys

Your API key

You can access our API with this **unique and personal** key. Don't give this key to other people than you.

Upgrade your API key to make more HTTP requests. Click HERE!

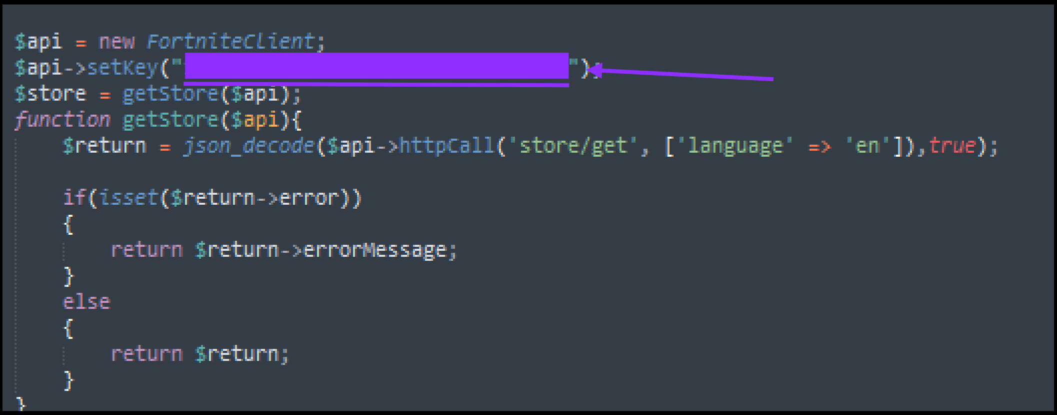
[redacted] ask for a new key

You're using the subscription '**Free**'.
Your requests limit per 24 hours is **500**.
Expire date is **13-Mar-2031 00:46:48** (upgrade)

API policy
1. A second FREE account is forbidden. Your newest account will be terminated.
2. Sharing your key is forbidden. Your API will be disabled if we find out.
3. Making your own API website is allowed. Just don't share your API key.
4. FREE users must advertise our URL on the website.
5. NO REFUNDS

Step 5.

Paste into the setKey function in your local files



```
$api = new FortniteClient;
$api->setKey("[redacted]");
$store = getStore($api);
function getStore($api){
    $return = json_decode($api->httpCall('store/get', ['language' => 'en']),true);

    if(isset($return->error))
    {
        return $return->errorMessage;
    }
    else
    {
        return $return;
    }
}
```

Step 6. Last step.

Follow the Cloud App Deployment PDF tutorial from RMIT'S Cloud Computing class, tutorial #3

https://rmit.instructure.com/courses/17760/files/4498035/download?wrap=1

User Manual

Alright! Once all of this has been completed, you, and your users are ready to sign up. Simply open your web browser and navigate to https://www.fortnotification.appspot.com

1. *Click on the "Sign in or register" Button.*
2. *Click "Go to my subscribed items!".*
3. *Enter a list of items you wish to be notified of, for example "Fresh, Work It Out".*
4. *Click submit.*

And you're all done!

FortNotification will now send you an email when the item store has the items you asked to be notified of. It's that simple.

If you wish to change the items at any point, follow these exact same instructions, and the items you have already requested will be shown, and you can add, remove or keep the same items.

References

1. https://cloud.google.com/sql/docs/
2. https://cloud.google.com/appengine/docs/php/
3. https://cloud.google.com/appengine/docs/standard/php/googlestorage/
4. https://cloud.google.com/appengine/docs/flexible/php/using-cloud-storage
5. https://cloud.google.com/php/getting-started/using-cloud-sql-with-mysql
6. https://cloud.google.com/sql/docs/mysql/quickstart
7. https://cloud.google.com/appengine/docs/standard/php/mail/
8. https://cloud.google.com/appengine/docs/standard/python/config/cronref
9. https://cloud.google.com/storage/docs/
10. https://cloud.google.com/appengine/docs/standard/php/googlestorage/advanced
11. https://cloud.google.com/php/getting-started/using-cloud-storage
12. https://cloud.google.com/pubsub/docs/?hl=en_GB
13. https://cloud.google.com/storage/docs/access-public-data
14. https://cloud.google.com/storage/docs/access-control/lists
15. https://googleapis.github.io/google-cloud-php/#/docs/google-cloud/v0.36.0/storage/bucket
16. https://fortniteapi.com