Fortnite Battle Royal: An Ontology

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Fortnite Battle Royale is quickly becoming one of the most played games in the world at the present time. The game was released in 2017 and operates with a free to play business model. This means that players around the world can begin to play the game without the need to purchase a license.

The concept of the game is quite simple: 100 players begin on a large island and must collect materials and weapons with the ultimate goal of being the last player standing.

For the purpose of this ontology, the domain that was mapped is exclusively the items that players are able to collect and interact with in the world. This includes such things as building materials like wood, brick and steel which can be used to create building objects for protection, and weapons that can be used to eliminate other players.