

CSD138 SQL Midterm Project

TEAM NAME

SQL TEAM SIX





 **project manager** 

- Isabelle Nguyen

 **team members** 

- Robert Burleson
- Chris Ayson

PROJECT SUMMARY

Fortnite cosmetics are a booming industry, grossing   **\$5.8 billion**   in 2021, according to gaming journalist Derek Strickland. In this groundbreakingly collaborative project—a cultural phenomenon arising from several paragraphs of iterative, thought-provoking group chat messages—a database of the game’s most iconic cosmetics is crafted by Lake Washington Institute of Technology’s most caffeinated and calciferol-deprived student minds.

PROJECT ROADMAP

Isabelle Nguyen	<ul style="list-style-type: none">• Created Bundles Table• Created Skins Table• Created Gliders Table
Robert Burleson	<ul style="list-style-type: none">• Created Music Table• Created Players Table• Managed GitHub and Google Docs
Chris Ayson	<ul style="list-style-type: none">• Created Emotes Table• Created Pickaxes Table• Created Loadouts Table

WORKS CITED / PUBLIC SOURCES OF DATA

Strickland, Derek. “Fortnite Made Nearly \$6 Billion from In-Game Purchases in 2021.” *TweakTown*, TweakTown, 26 June 2023, www.tweaktown.com/news/91786/fortnite-made-nearly-6-billion-from-in-game-purchases-2021/index.html.

“All Fortnite Cosmetics.” *Fortnite.GG*, fortnite.gg/cosmetics