The one we waited for

Engadget, making a article of how Fortnite a game now so popular it broke records of having the most players on a single console game at once. What I love about how the article describe from even before Fortnite battle royal was a game, and why it was the introduced at the perfect time. The time line, the law suits, Engadget’s article of Fortnite is hugely insightful of not only Fortnite but also a game mainly criticized of being competition for Fortnite. The article was so correct with the time line of the not only the Law suit against Epic games, but also explains with numbers, dates, and important factors that where huge gossip in the Fortnite community. One of my favourite sections of the article was how they talked about the important role streamers had on the games success, and the success it had on them. Ninja in particular was mentioned. Ninja being one of my most loved Fortnite sponsor streamers; meaning other companies sponsor Ninja in correlation to Fortnite. I was happy to hear he was mentioned in the article. This article is a great piece for portraying Fortnite in a great light talking about,” Soccer and rugby players have been recreating moves from the game to celebrate scoring, and it’s likely we’ll see NFL stars do the same when the new season starts.” It represents Fortnite having an inpactful social status that looks great for the company and the game. The article is the perfect piece for people who no nothing about Fornite; it talks about the old important events in all of Fornite’s fist one and a half years of success since the battle royal came out. It clarifies even the reason for Pubg suing fornite and why. Reaching the end of the article I was influenced but also reminded of a great game that came out a year and a bit ago. Engadget article really brought together the idea of Fornite being truly the game we all needed, helping connect society in a larger more impactful way.

Article

<https://www.engadget.com/2018/03/17/fortnite-battle-royale-record-breaker/>