

# FORTNITE

## Collision Decision

## Question

**How does [Independent variable] affect the distance a ball moves when colliding with another ball in Fortnite Creative?**

<b>Independent Variables</b>	<b>Dependent Variable</b>
<b>Ball Size</b> <b>Ball Type</b> <b>Ball Material</b> <b>Ball distance up ramp</b>	<b>Distance ball moves</b>

# Hypothesis

**If we increase [independent variable] then the distance the ball rolls will [increase/decrease].**

## Model

## Data Table

	<b>Distance Trial 1</b>	<b>Distance Trial 2</b>	<b>Distance Trial 3</b>	<b>Average Distance</b>

## Remember

**In a controlled experiment only one independent variable is changed at a time.**

# CUSTOMIZE

## Ball Spawner

### BASIC OPTIONS



Size	MEDIUM
* Type	HEAVY
Player Force Multiplier	MEDIUM
Player Knockback Amount	NONE
Gravity	ON
* Ball Material	CHROME