

FORTNITE

BUILDING A TREASURE HUNT RACE: CREATING A SCORING SYSTEM USING VARIABLES IN FORTNITE CREATIVE



STUDENT GUIDE

Objective

Students will create a frantic treasure hunting race that will demonstrate an understanding of variables and their use in video games.

Background Context

Introduction: Variables

Variables: In programming, a **variable** is a value that can change based on conditions or on information passed to the program. Typically, a **program** consists of instructions that tell the computer what to do and data that the program uses when it is running. The data consists of **constants** (fixed values) that never change, and **variable values** (which are usually initialized to 0 or some other default value because the actual values will be supplied by a program's user).

Both constants and variables are usually defined as certain data types. Each data type prescribes and limits the form of the data. Examples of data types include an **integer** (whole number) expressed as a decimal number, or a **string of text characters**, usually limited in length.

From: [Whatls.com](https://www.whatls.com)

For example, in terms of a scoring system, you could set the value at the start for the score to equal 0. Each time a coin is collected, the score could increase by 10. If the player has 100 points or more, they win and the game ends. If not, the game continues until the player has at least 100 points.

Pseudocode is a way of writing coding concepts in a simple format that is easy for people to communicate and understand. The actual code in different programming languages will have different rules (or syntax), but pseudocode allows us to think about the code based on what we are trying to accomplish.

In terms of pseudocode, this could look like:

Declare / set variable

```
var score=0
```

Award 10 Points for a Gold Coin

```
Begin Loop  
    Check Player for Coin  
    Does player have a gold coin?  
    If YES, score = score +10  
Loop Again
```

Loop Until the Player has 100 points

```
Begin Loop  
    Check Player for Coin  
    Does player have a gold coin?  
    If YES, add 10 points to player score and remove the coin  
    Loop Again (IF the Score is less than 100)  
    (Loops ends when a player reaches 100 points)  
    Which player has 100 points? Announce them as winner!
```

Here are two videos that explain variables in the context of coding:

[CS Principles: Intro to Variables Part 1:](#)

[CS Principles: Intro to Variables Part 2:](#)

Variables can be used in any coding language, and also environments like Fortnite Creative where you can set up a scenario where a value can change throughout the game.

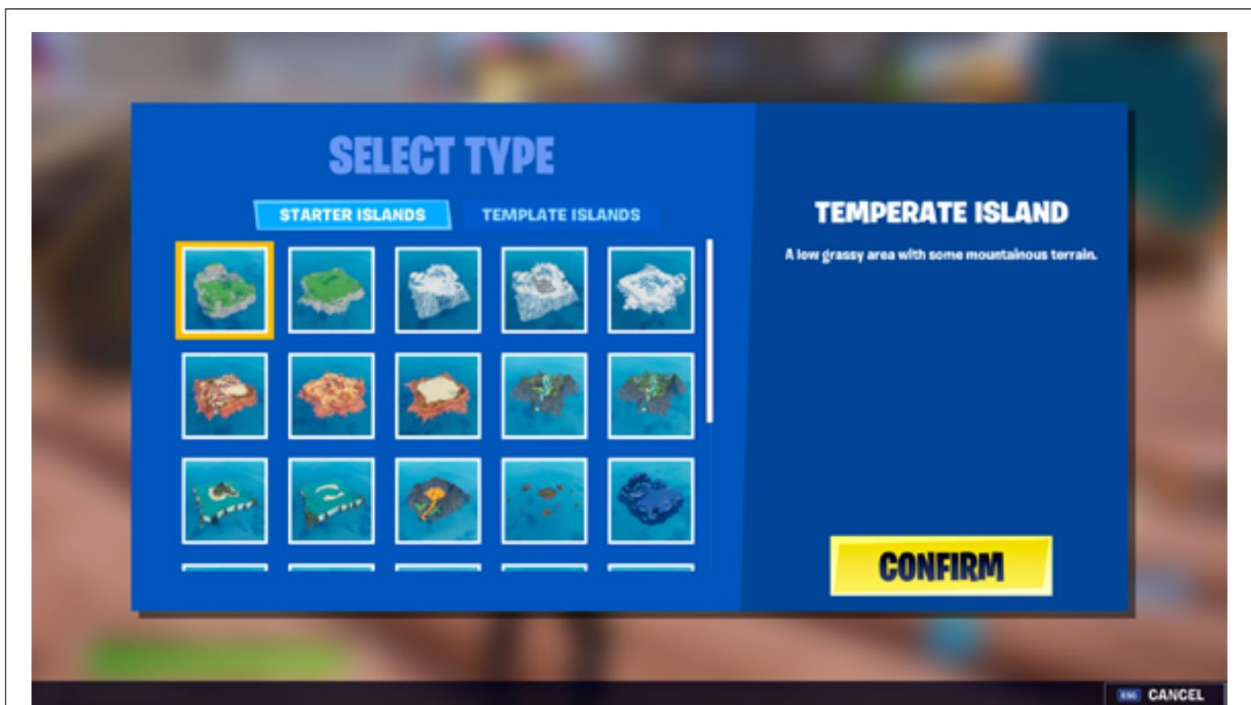
Project Overview

In order to put the concept of Variables to use, we are going to create a treasure hunting race. Players will race to collect the most points by collecting valuable loot. Be careful, some items will subtract from your score.

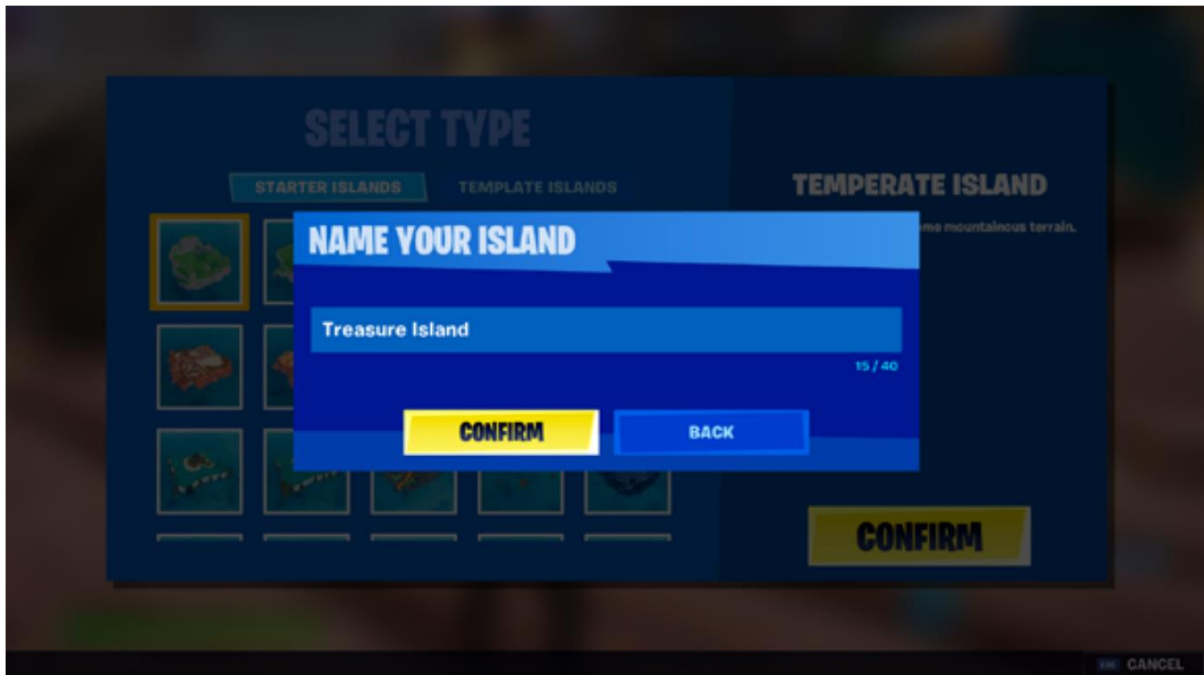
The player with the highest score at the end of the game will be the winner. (In single-player mode, the player will try to reach a score of 100 in the fastest time possible)

Getting Started

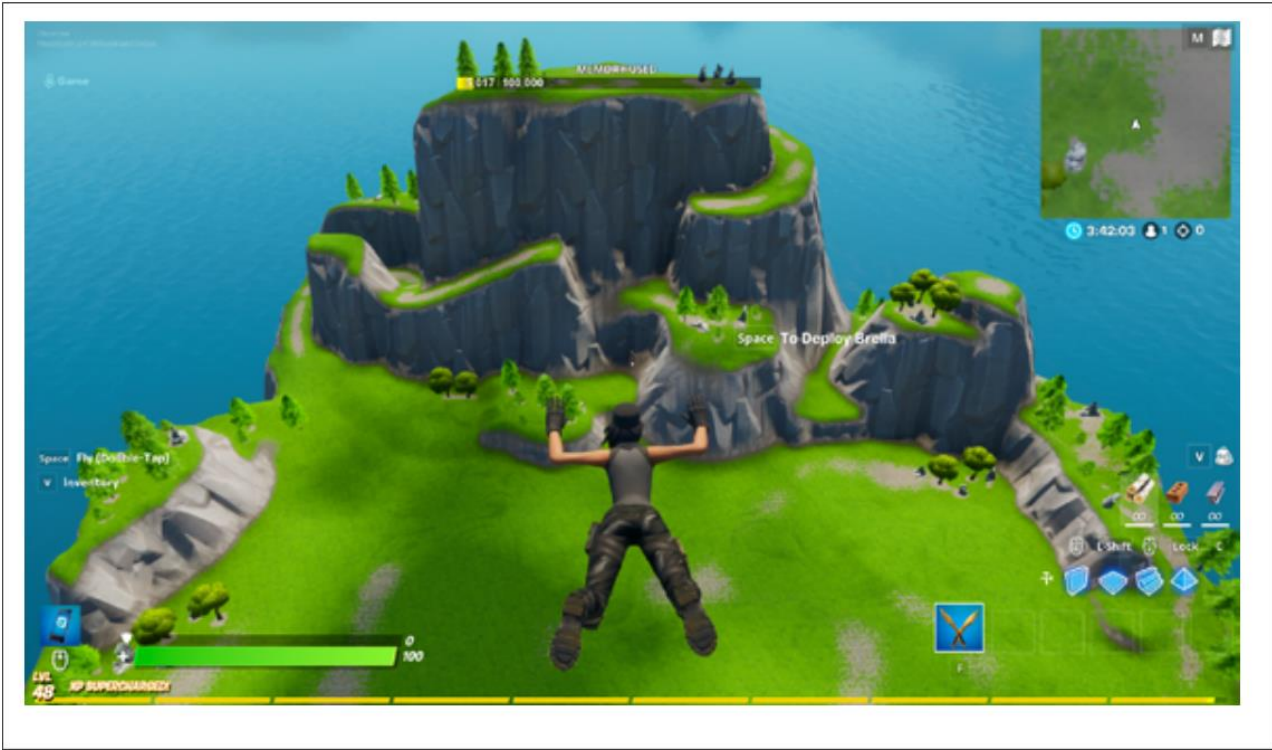
To make this game more exciting, you will start off with a more interesting island. When selecting your island type, choose the **Temperate Island** option. This island has steep mountain terrain with trails and an open area at the bottom for buildings



1. When creating a new island, select **Temperate Island**.



2. Create a name for your island. We chose **Treasure Island** as our name.

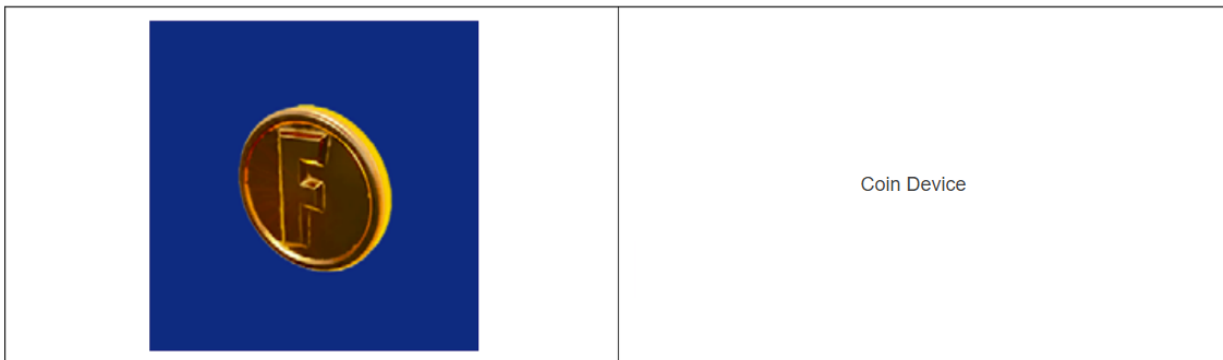


3. Notice the terrain offered by this starter island. The rugged mountains are perfect for vehicles, while the flat ground offers space for buildings.

Step 1: Placing Treasure On the Island

In this step, you will start placing your treasure on the island and customizing it to give each item a unique score value.

Let's start by placing the **Collectibles Gallery** on your island. It can be found in the **Gallery** tab in the **Inventory**.





Customize the Score value to 1, so the player gets one point added to their score for each coin collected.

Consume if collected by Anyone means that only one player can collect each coin.



Once you've saved your customized coin, place a few copies.





In this example, we placed 6 coins based on the master coin.




Step 2: Building Your Scoring Mechanism





Now that you have a basic understanding of how to increase the player score, you will need to set up the game to keep track of player scores.

Score is an important variable that will decide which player wins the game. All scores will be initialized to 0 at the start of the game, and the game will end when a player reaches a score of 100. (The game will also have a time limit. In the case where no player reaches a score of 100, the player with the highest score at the time limit will be the winner.)

Go to your **Island Settings** by pressing the **Esc** key on the PC version.

	<p>Teams = FREE FOR ALL</p>
	<p>Time Limit = 2 MINUTES</p> <p>Score to End = 100</p>
	<p>Win Condition = MOST SCORE WINS</p> <p>Scoreboard Tiebreaker 1 = TIME</p>
	<p>Spawn Location = SKY</p>

 <p>The screenshot shows the 'ISLAND SETTINGS' menu with the 'PLAYER' tab selected. Under the 'Equipment' section, the 'PVP Pickaxe Damage' setting is turned OFF.</p>	<p>PVP Pickaxe Damage = OFF</p>
 <p>The screenshot shows the 'ISLAND SETTINGS' menu with the 'MODE' tab selected. Under the 'Scoring' section, the 'Allow Manual Respawning' setting is set to NO.</p>	<p>Allow Manual Respawning = NO</p>
 <p>The screenshot shows the 'ISLAND SETTINGS' menu with the 'USER INTERFACE' tab selected. Under the 'HUD' section, the 'HUD Info Type' setting is set to SCORE.</p>	<p>HUD Info Type = SCORE</p>

	<p>When you have changed all your Island Settings, it's time to test. From the My Island tab, you'll see the Start Game button. Press the button to start a test game.</p>
	<p>At the start of the game, notice that your score is shown below the mini-map in the upper right corner. It should show 0/100. Your score is initialized to 0 at the start of the game.</p>
	<p>After collecting the 6th coin, your score is updated to 6/100. Your current score is 6. The game will end when a score of 100 is reached, or when time remaining is 0:00.</p>
	<p>When you are done with the test, you can select End Game from the My Island tab.</p>

Activity

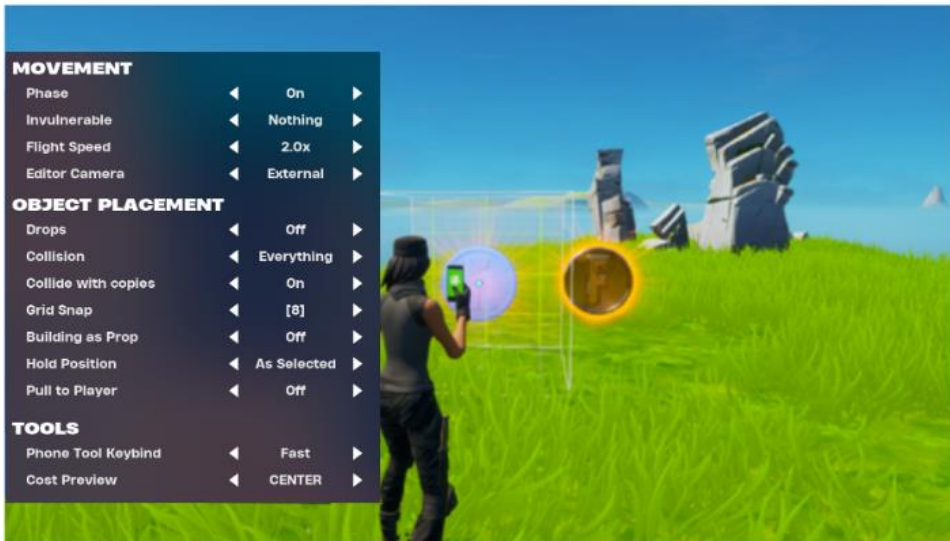
Let's spend a little time placing coins around the mountain area of your island.



This is the mountain area of Temperate Island. You will target the grassy areas for placing coins.



Since you have already customized and tested your coins, copy and place (paste) copies of that coin around the mountain. Each coin should be worth 1 point. (You will create special objects of different values later.)



When placing several copies throughout the island, there are some settings that it is helpful to remember:

Drops—If this is **ON**, placed objects will fall and land on a solid object below. If this is **OFF**, objects will stay where they are placed.

Collision—NOTHING: Objects can be placed inside or overlapping other objects. **TERRAIN:** Objects cannot be placed too close to the terrain. **EVERYTHING:** Objects cannot overlap anything in the map. [It is recommended to use TERRAIN or EVERYTHING for most cases.]

Grid Snap—We recommend starting with a number of [8] and increasing it if you need more precise control of where you are placing objects.



This image shows an example of what the island looks like when placing coins around the grassy areas of the mountain region.

Test Play





Once you've placed the coins, try a test round.

- How many coins did you collect?
- Do you need to change the speed? (Increase player speed or add vehicles.)
- Do you need to add more coins?
- Is 2 minutes a good amount of time?
- Remember to add more coins after you add buildings on the ground.

Step 3: Placing Negative Items On the Island

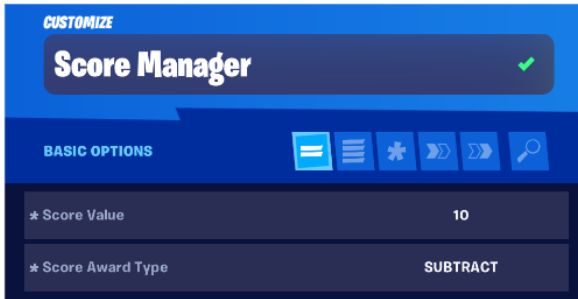
If you would like to make your game more challenging, you can add objects that subtract from the player's score.

Hide these among the gold coins to add more excitement to the game.

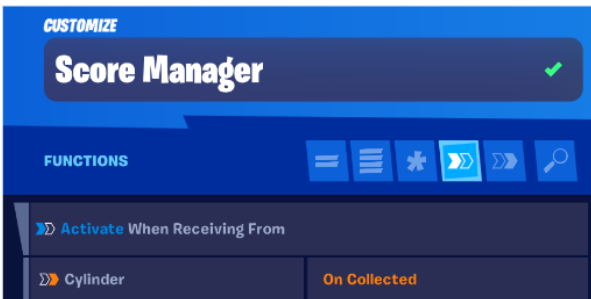
	
<p>Score Manager</p>	<p>Collectable Object</p>
	<p>Place the Score Manager device on your island. (It will be invisible during the game.)</p>
	<p>Place the collectible object on your island.</p> <p>Customize the settings of the collectible object to display as a cylinder.</p> <p>Set the Score to 0.</p> <p>Consume if Collected by Self will keep the cylinder in place for each player to pick it up.</p>



Customize the Score Manager device.



Set the **Score Value** to 10 with a **Score Award Type** of **Subtract**.



Set the **Score Manager** to Activate when it receives a collection event from the **Collectible Object** (Name your **Collectible Object** to Cylinder if you haven't already).



The appearance of the Score Manager device will change to show that it is set to subtract 10 from the player score.

	<p>Now, let's copy the cylinder that has been customized to trigger the score subtraction.</p>
	<p>Place copies of the cylinder around the map to penalize players who are not careful.</p>

Step 4: Adding Buildings From Prefabs

You will add some buildings in the flat area for more interest, and to create more challenges to navigate.

The best way to quickly build structures in Fortnite Creative is with Prefabs. Prefabs are fully constructed buildings that just need to be placed on your island.





With your Phone device equipped, select the key for the Prefab you'd like to place.

When you select a Prefab, you will see a blue area outlining the space needed for the Prefab.



When placing a Prefab, the front will be facing the player. Make sure your player is in the right position before placing a Prefab.



TIP: Make sure to place your Prefabs on the ground by using one of these techniques:

Before placing the Prefab, press the **(F)** to push the object away from the player.
Use **Options menu B** while holding the phone, and make sure **Drops** is **ON**.




This prefab is floating above the ground—not what you are going for!



Step 5: Adding Transportation

Let's make this a little more interesting! Placing some vehicles around the map could help the player collect coins faster...and is just more fun!

Gather the following vehicle spawns from your Fortnite Creative inventory.

		
<p>Driftboard Spawn</p>	<p>ATK Spawn</p>	<p>Quadcrasher Spawn</p>

Recommended vehicle placement:

	<p>Driftboard Placement</p> <p>Consider placing the Driftboard at the top of the mountain area.</p>
	<p>ATK Placement</p> <p>The ATK is slower, but easier to control, so it would be good around the neighborhood.</p>
	<p>Quadcrasher Placement</p> <p>The Quadcrasher is faster and has a turbo boost, so consider placing it in the outer areas, away from the houses and the mountain.</p>

Increase player sprint speed!

Make sure you know the controls to get your player to sprint. (While running, tap the Shift key.) Here is a tip if you would like to give players an additional speed boost.

Add the Pepper consumable to your island.



Eating the pepper will increase the player sprint speed for 60 seconds.

Step 6: Play Testing

Creating a well-balanced game is a time-consuming but rewarding process. You may not have time to fully balance your game, but hopefully you will have time to play it. This process is valuable for determining if it is too easy or too difficult.

After each test, you can make adjustments based on your observations before trying again.

If you have the time and resources, get someone else to try your game. Ask for their feedback.

With the power of variables at your fingertips, you can easily change values that modify the way the game works.



Extension Activities

If you have more time to work on your project, try the following challenges:

- Add new items that have a different score value.
- Increase the player sprint speed using a Device.
- Adjust the game so a single player can complete the goal before time runs out.
- Use a Score Manager device to reset the player score to 0 when collecting a special item.

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