Package: fortniteR (via r-universe)

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Type Package

Title Access 'Fortnite Ecosystem' API

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Description Interface for accessing the 'Fortnite Ecosystem' API, allowing users to retrieve island metadata and engagement metrics. The package provides functions to search for 'Fortnite Creative' islands, retrieve detailed metadata about specific islands including titles, descriptions, and tags, and access engagement metrics such as daily active users and play duration. It supports pagination for large result sets and time-series analysis of island performance. The API endpoint is <https://api.fortnite.com/ecosystem/v1>.

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Encoding UTF-8

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Depends R (>= 4.1.0)

Imports httr2, tibble, dplyr, purrr

Suggests testthat (>= 3.0.0), rhub, rcmdcheck

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`fortnite_request` *Create request for Fortnite Ecosystem API*

Description

Create request for Fortnite Ecosystem API

Usage

```
fortnite_request(endpoint = "")
```

Arguments

`endpoint`	API endpoint (appended to base URL)

Value

An httr2 request object

Examples

```
# Example showing request structure
endpoint <- "islands"
# This would construct an httr2 request object

## Not run:
req <- fortnite_request("islands")

## End(Not run)
```

`get_all_islands` *Get all islands with pagination support*

Description

Get all islands with pagination support

Usage

```
get_all_islands(max_pages = 10, page_size = 100)
```

Arguments

`max_pages`	Maximum number of pages to fetch (default: 10)
`page_size`	Number of islands per page (default: 100)

Value

A tibble with all island data

Examples

```
# Example showing expected output structure
mock_all_islands <- tibble::tibble(
  code = c("1234-5678-9012", "2345-6789-0123"),
  title = c("Island 1", "Island 2"),
  page_fetched = c(1, 1)
)
# In practice, this would aggregate results from multiple API pages

## Not run:
# Get all islands (up to 1000)
all_islands <- get_all_islands()

# Get more islands
many_islands <- get_all_islands(max_pages = 20)

## End(Not run)
```

get_island_metadata *Get specific island metadata*

Description

Get specific island metadata

Usage

```
get_island_metadata(code)
```

Arguments

code	Island code (e.g., "XXXX-XXXX-XXXX")

Value

A list with detailed island metadata

Examples

```
# Example with mock metadata structure
mock_metadata <- list(
  code = "1234-5678-9012",
  title = "Mock Island",
  description = "A test island",
  tags = c("adventure", "multiplayer")
)
# In practice, this would come from the API

## Not run:
island <- get_island_metadata("1234-5678-9012")

## End(Not run)
```

get_island_metrics *Get island engagement metrics*

Description

Get island engagement metrics

Usage

```
get_island_metrics(code, start_date, end_date, interval = "day")
```

Arguments

code	Island code
start_date	Start date for metrics (Date or character)
end_date	End date for metrics (Date or character)
interval	Time interval ("minute", "hour", "day")

Value

A tibble with engagement metrics

Examples

```
# Example with mock metrics structure
mock_metrics <- tibble::tibble(
  date = as.Date(c("2024-01-01", "2024-01-02")),
  dau = c(1000, 1200),
  play_duration = c(45.5, 48.2)
)
# In practice, this would come from the API

## Not run:
metrics <- get_island_metrics(
  code = "1234-5678-9012",
  start_date = Sys.Date() - 7,
  end_date = Sys.Date(),
  interval = "day"
)

## End(Not run)
```

---

get_islands *Get list of Fortnite Creative islands*

Description

Get list of Fortnite Creative islands

Usage

```
get_islands(limit = 50, offset = 0, order_by = "plays", order = "desc")
```

Arguments

limit	Maximum number of results (default: 50)
offset	Number of results to skip
order_by	Field to order by ("plays", "lastPlayed", etc.)
order	Sort order ("asc" or "desc")

Value

A tibble with island data

Examples

```
# Example with mock response
mock_response <- list(
  islands = list(
    list(code = "1234-5678-9012", title = "Mock Island"),
    list(code = "2345-6789-0123", title = "Test Island")
  )
)
# In practice, this would come from the API

## Not run:
islands <- get_islands(limit = 50)

## End(Not run)
```

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