

We aim to develop an application that uses real world data for playing games like scavenger hunt which is one of many different types of games which can have one or more players who try to find hidden articles, locations or places by using a series of clues. The project will be worldwide.

We

will keep the GPS coordinates of the locations where the game will take place. The player will be able to collect clues by moving throughout the game location in real life. When the player goes to a game location, he/she will receive a notification by the game and will try to find a clue by looking through phone's/tablet's camera. The game has also has multi-player aspect as players will be able to interact with each other if they are close by. They will be playing a trivia game and the winner gets

a bonus while loser gets a penalty. The game may have different modes like RPG, time attack, PvP. In RPG mode, there may be monsters obstructing the roads and players will need to beat them to open the roads or have to take a detour. In Time Attack mode, there will be no monsters, however players will try to get the best time. In PvP mode, players will be able to challenge their friends to a game and only that group is going to play that scenario.