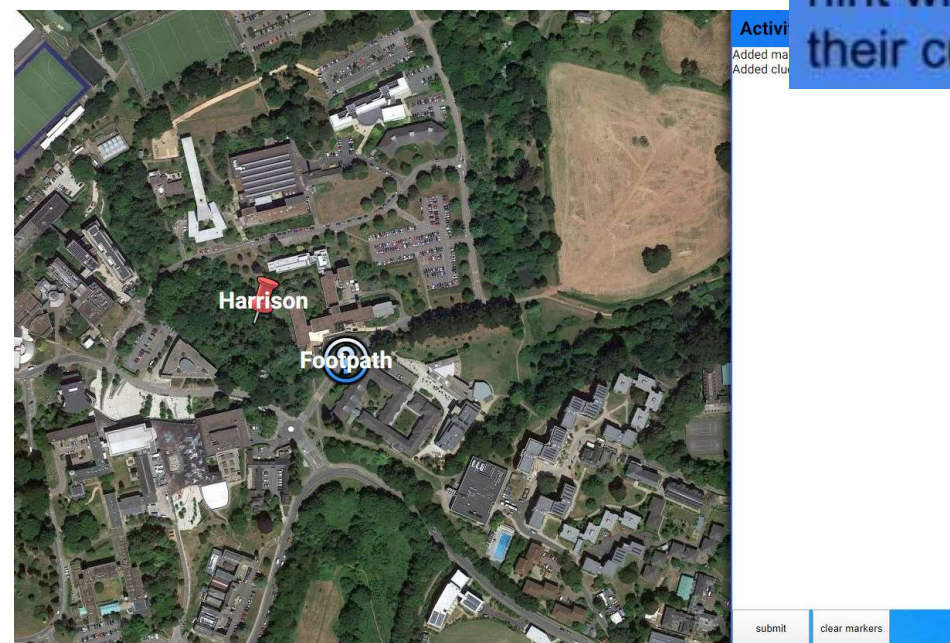


A clue marker will show up on a player's screen once they are close enough to it. The player can click on it to get a hint which will help them find their current objective

A player can click the bar on the bottom of the screen to check if they have found the objective. If they are too far away, they will be penalised 10 points and will have to try again.

If a player checks their location and they are close enough, they will get points which will change depending on how close they actually were to the objective.



Our app is a simple and very flexible treasure hunt game. Our app was designed to be easy to use and to be able to set up highly customised treasure hunt games anywhere, since the gamekeeper decides the locations players need to find. For example, if a player has accessibility needs, the gamekeeper can easily accommodate the player by choosing an access-friendly location.

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