

Game	
<ul style="list-style-type: none">• calculate the points of the QR code scanned by player• have an interface that the use can navigate• keep track of user accounts• privacy options for player• record geolocations	<ul style="list-style-type: none">• Player• Maps• Accounts• QR code

QRCODE	
<ul style="list-style-type: none">• have a hash that is produced and scored• have the ability to be scanned• have repeated nibbles or bytes to help calculate the points• be able to be compared and ranked• have a geolocation	<ul style="list-style-type: none">• Scanner or Camera• Player• Photo• Maps

Player	
<ul style="list-style-type: none">• take pictures of QR codes• hunt for QR codes depending in the geolocation specified on the map• have an account	<ul style="list-style-type: none">• Maps• Account• Generate QR code• Main Activity• QRCode• Photo• Camera

Camera	
<ul style="list-style-type: none">• take a photo of a QR code clearly	<ul style="list-style-type: none">• Photo• Player

Accounts	
<ul style="list-style-type: none">• keep track of the players and their scores• have the ability to be saved and tracked by game• have the ability to be edited	<ul style="list-style-type: none">• Players• Game

Maps	
<ul style="list-style-type: none">• have geolocations that are viewable• provide geolocation as pointed by player	<ul style="list-style-type: none">• Player• Accounts• Game