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ATW Capstone Project Proposal

For our capstone project we intend to create laser tag that can be played
between two players.

Main Features:
- Three arduinos interacting with one another through nRF24L01+ data
  transceivers.
    - Two arduinos will act as players and control the ir emitter and ir
      detector.
    - One arduino will act as a hub that controls the game and the
      connection to the browser.
- The player will have a water gun fitted with an ir emitter and a button that
  will fire ir beams towards the other player.
- The player will also wear a vest that will house one arduino and an ir
  receiver to recognize hits.
- The hub will keep track of player's health. This information will be pushed
  to the browser and monitored from there.
- When a hit is registered on the vest it will be sent to the hub from there
  the appropriate amount of health will be removed from the player's
  health. When a player's health reaches zero they lose and the other
  player wins.
- These stats will be reflected in the browser for the user to view.