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**Project Idea:** Team-based, IRL scavenger hunt game that runs as a **web application** (but recommended to run on a mobile device). Games are hosted in groups and the goal of each player is to “snipe” (take a photo of) a target object. Target objects are randomly chosen from a list of inputs that the group of players will create.

**In what way does the application display dynamic data to the user?** Players will be able to sort themselves into teams before a game starts. These are dynamically updated in real-time in the web app. There will also be some form of point scoring for each team as well as a leaderboard for all the players. Every new snipe will be displayed on the player's screen and points will be updated accordingly. Photos that the player takes will also be displayed in a feed.

**In what way does the application upload data from the client to the backend server where it persists?** Users can take and upload pictures to the server, where it will be persisted for the duration of the game. The players will also select teams and input a list of objects to snipe, which also requires the client to push that information to the backend server. After the game, points per user will be stored longer term to be displayed in each user’s profile.

**In what way does the application meaningfully search through server side data?** Whenever users join a lobby via a game code, the app must search through server side data to retrieve all relevant game data. When users open the photo feed, the app also needs to search through photos that are attributed to their specific game. The application also searches through server side user data to pull up each user’s historical point totals.

**Features:**

- Personal profile page for each user, which displays their historical game data (game ID and number of points scored)
- Users can input target objects that will be randomly selected when the game starts
- Users can create/join lobbies and join teams within each game