Imagine you are a paintball player in the field; other than the location of the opposing team, your three main concerns are: how many paintballs do I have remaining, how much air do I have remaining, and where are my teammates? The P.E.T.E.R.S. aims to respond to these concerns by delivering that information to your immediate field of vision thereby removing the need to manipulate equipment or place yourself in a vulnerable position in regards to the opposing team. Because the emphasis is on delivering a visible representation of the information, the entire system is designed around the Recon Snow2 HUD insert which will be mounted inside the user’s paintball mask. This HUD will project a GUI representation of all pertinent information (teammate positions, paint level, and air level) to be referenced by the user at his/her discretion; it is also responsible for relaying GPS information to the server. To obtain the information that the HUD will project, a data request is sent to a Raspberry Pi2 functioning as a data server housed on the user’s person via the deployed local WiFi network. This data server houses any and all information that is relatable to the particular user and ensures that it is as up-to-date as possible. This server also serves as a communication hub of sorts and that functionality is threefold; first, it communicates all necessary obtained data to the HUD via WiFi as stated before. Secondly, the server will communicate via Xbee to the array of sensors mounted on the paintball marker and the air tank. A sensor data request will originate from the server and will be received by the sensor array, which will in turn fulfill the request and respond with the appropriate data. Finally, the server sends requests to and fields requests from other users to communicate user GPS and heading data, and this also takes place over the deployed local WiFi network. So, one user is equipped with his/her own mobile data server, a sensor array mounted on his/her own marker and air tank, and all data obtained from the environment is transmitted to the HUD for display to the user.