Design Phase

Dane Hansen, Mabelyn Espinoza, Priyanka Chhetri, Ariana Song

Design Decision

Scavenger hunt data storage in server vs. client

Decision	Advantages	Disadvantages
Store scavenger hunt data on client side	A. Less communication between device and data; only needs to update user location B. App would run faster since less data is being updated while playing	A. No real time data update B. Files are easily accessible, which could potentially lead to cheating or other misconduct

Design Decision

Scavenger hunt data storage in server vs. client

Decision	Advantages	Disadvantages
Store scavenger hunt data server side	A. Data can be updated in real-time so stats can be tracked B. User does not have to download data to their device; saves time and space	A. Participants would need reliable internet connection to keep scavenger hunt updated while playing B. Could cause stress to the server with many players connected at the same time

Questions? Comments?