Our project involves an immersive interactive experience where players take "selfies" to simulate king-of-the-hill in real life.

RULES OF THE EXPERIENCE:

1. If an area is unclaimed it is worth 0 points. The first person to take a selfie in the area will gain 1 point and the area is now worth 1 point

2. If the area was previously claimed by another user, taking another selfie will claim their area along with taking their point.

3. Areas gain 1 point whenever there is a turnover to another user

4. Every time an area is taken from you, you can reclaim that area after 4 hours

Along with this game, players can receive various achievements such as "holding an area for more than 24 hours" or "holding more than 3 areas at a time".

Lastly and most importantly, selfies are hidden until found by other players making it a hide and seek. You can only claim an area after you found the pervious selfie.

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