

- Theme can be more ambitious, for example a Harvard-Westlake-ified version of Apple's UI
- The main idea of balancing risking phone visibility and using haptics to locate...locations, can be expanded into more gamemodes, such as finding people if location tracking is enabled, or some sort of two versus two where one is sent to hunt the opponents and one is sent to find the trophy
- Another hint revealing mechanic could be slowly releasing audio recordings of sounds from the area the trophy is at, forcing the user to turn bluetooth off and expose their phone when they hold it up to their ear
- I'd like a more rigorous explanation of the points system
- Here me out, we make it capitalist so that points can be used to get additional hints to find trophies
- Finding one trophy might be too easy or repetitive after a while in practice, forcing the user to find multiple locations to unlock/reveal the final one might keep students coming back
- Points should not just determine leaderboard but also be spendable on perhaps customizing profile avatars or even be cashed in for real-life rewards. Bottom line, points is a currency, which opens up the possibility of them being spendable, I think should definitely be explored
- Points could also be branded/theme-ified, like gems for example
- Were getting into crazy territory: what if points can be spent on pets that you can virtually set up around campus that in different ways help you find the location
- Pets have different radii of trophy finding, and you can "switch to their location" so that haptic feedback pretends your starting point is the pet
- Pets can range from giving information that the item is or is not in their radius, and reveal different hints
- Maybe if you have three pets you can use a one time super busted ability called triangulation
- I'dk go wild with this idea, or not, maybe it's too convoluted and just overcomplicates the game, up to you