- What problem are you trying to solve and why is it important (~1 paragraph)

  There's no mobile map game that everyone at U of I can participate in, either simply by walking around as they normally do or through more active playing. An engaging game app with social functionality but which is limited to campus denizens could strengthen the UIUC community.

- What makes this problem challenging (~1 paragraph)

  Game design is very difficult, as would be getting a wide userbase, if we had to worry about that. There may be challenges with a constant tracking of a user's location via a webapp vs. what is capable if the app were to be native.

- How have other apps tried to solve this problem and how to their solutions fall short (~1 paragraph)

  Foursquare allows checkins at various locations, with the most consistent visitor being crowned mayor of that location. However, the community using Foursquare is too heterogeneous, meaning the likelihood you would know or relate to a rival vying for mayor against yourself is low.

- A brief description of your app and how it overcomes the shortcomings of the existing solution (~1-2 paragraphs)

  Our app will present a map of campus, with territorial divisions and their current king or ruling party will be visible upon zooming. One can become the king of say Siebel Center by being the person who has racked up the most time there. Another territorial grab could be done by letting the app track your walk to school. The corridor of territory you covered would then belong to you until some of it was claimed by others. Kings can name their territory as they want.

- List of features that your app will have (bullet points)
  - Querying a friends' location.
  - Allowing friends to know a user's location.
  - A shared map of campus that users and their friends can play on in real time.
  - A chat feature to enable users to communicate with their friends from within the app.

- Preliminary thoughts on the server-side and HTML5 components you will need to use in your app (~1 paragraph)

  Utilizing google app engine, the channel api would be used which will cut down the need for polling. The server loads will be decreased as we plan to implement chat and location services which would require frequent polling. Google Maps will most likely be the backbone for our location services, so the maps api will probably be used in conjunction with HTML5 geolocation.