The game app.

Purpose:
A simple webapp as a game, where one team/people solve riddles and find QR codes and webapp keep track of teams-score.

What:
Responsive webapp/homepage on www.rebuslop.no - where admin can set up a game and invite 1 to 49 teams to participate with an entery code or QR.
The teams/end-user can insert a simple team code OR scan QR and be taken to an webapp running on rebuslop.no with task that needs to be solved (1 to 10)

Once one task is done, the next task is reveled, one can choose to skip task or to do it. Every task is worth one given amount of points. Admin can track task progress and see scores from the different teams.

Needless to say, system should be able to handle more games at the same time.

Wordlist:

Admin	Main admin, able to create organizers and see all progress.
Organizer	A super user that can create new games that end users solve.
End user	Participants on a game created by organizer. Accesses the game/webpage via unique code OR qr.
Domain front end	www.rebuslop.no – just a simple page with a search field were an unique code can be added and upon entering, end user is taken to designated game.
Domain organizer back end	The interface were the organizer can create new game and define the parameters of the game. Simple possibility to create info about the game. Also possible to see summery of games created, participant data etc.
Domain admin back end.	The interface were the admin can create new organizers. Also possible to see summery of events created by all organizers, participant data etc.

Url list:

Domain	rebuslop.no
Domain of event	rebuslop.no/organizer-name/name-of-event/
Domain of admin	rebuslop.no/topadmin/login
Domain of admin	rebuslop.no/organizer-name/admin/login/

Work/timeline:

1. Admin makes organizer

2. Organizer log in, makes game, fill inn info and chooses the game parameters and push out email with game code to potential participants/end users or can download the QR code that participants /endusers can scan.

3. End user receives push out and types in code on rebuslop.no, solves the game

4. Organizer receive summery of game particants on email as everybody completes the game.

Features:

Admin
- Admin interface with possibility to
1) make organizer and assign passwords to them (auto generate?)
2) see, edit and delete game in the system (sort by Organizer, time/date)
3) Export lists of games and its participants on given event to excel or PDF.

Organizer
- Organizer-admin interface with possibility to
1) Make game
2) Send out push messages (email) to potential participants with link to game
3) See, edit and delete own games including edit function for participants
4) Export lists of participants on given event to excel or PDF.
5) Copy existing games

The game
Organizer should be able to upload 500-1000 words text and 1imagesabout the game as well as define parameters on a form text, geo location/pin/map, multiple choice questions or/and images.
The (ready)game is presented online as www.rebuslop.no/organizer-name/game-name/ responsive so it works spotless on both mobile and desktop.

Bonus features (priced separately)
1. Own game app for IOS – one interface that works on all games that is created, wither by code or by scaning QR