**Short Description:**

This document describes our team’s answer to the three criterias below. Also added in a mission statement.

**Mission Statement:**

Making students love their campus, just a bit more!

**Why do students want it?**Often times, a college student just breezes by all the attractions their campus has to offer because they’re too focused on getting to class and not enjoying the sights. This leaves much of the campus unexplored and unknown to these students; which is especially sad when you consider how much the administration pays to spruce up the campus. With our app, we make students much more interested in their environment and incentivize them to explore. CUNYAdventures draws inspiration from “Random Encounters” found in old school RPGs and the virtual technology of Pokemon Go. Our ideal users are freshmen and transfer students, who have little to no knowledge of their campus layout - this helps produce a better experience.

**How to get students to use it?**

We already intend on having a points based system to encourage students to explore, a consequence of this is it motivates students to actually use the app. Points are awarded to students when they visit hidden locations. In the future, we hope to set locations with the input of the CUNY Administration. With enough points, they can go to redeem prizes prizes such as campus credits, merchandise and maybe discounts.

**Demo the product**

Now when the user is close enough (approximately 10 feet) to this marker, denoting the hidden location. This sends a request to the server after the user remains in the location for about a minute, and the server returns with a notification telling the user that s/he has earned xx amount of points. Right now, we plan on giving users a high amount of points for their first visit to a location and less point for every other visits (with a cooldown of 24 hours). This encourages users to continually visit key locations and be exposed to helpful resources. For example, users gain 50 points for their first visit to the Career Development Office. Every visit after that will generate only 5 points for every 24 hours.