GhostGrab will be a location-based app game that will allow users to use their phones to view and capture “ghosts” across campus and release them or set them on others for points. Users will have to play mini-games or solve riddles to capture ghosts and there may be random team competitions, allowing users to collect bonus points. There will be a leaderboard, which will update in real-time to show who is leading in points, and allow users to track their rank and the ranks of their friends. Created in Unity, it will be easily portable to both Android and iOS as well as other platforms, though for a minimum viable product, we will be testing in Android.