



Apocalypse Trail

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Apocalypse Trail is an interactive video game based on location. Experience a new, fun and exciting augmented reality game played via your phone app. Feel as if you have been emerged into a post-apocalyptic world. Overcome tasks and defeat the enemy in order to stay alive. Connect with friends and conquer missions together.

APOCALYPSE TRAIL

MEMBERS:

Amoni Brown, Alessandro Lombardo Jr., Mike Lecolant

User Group: *Identify the user, based on target user group.*

This app is geared towards gamers interested in augmented reality apps. Due to the nature of the scenarios they will have to be ages 13 and up, with a focal point on teens and young adults that are interested in **apocalyptic** styled games

Design Problem: *Describe the context or situation in which the problem exists.*

Many inexpensive games, that allow for multiplayer interaction, are stagnant. There is a need for more games that allow for actual physical activity while remaining interesting. Today's generation is used to sitting down and just doing nothing so this game will allow users to be able to get some small exercise but be involved in a game that is immersive and fun.

Motivation: *Describe an incident or condition that motivates the use of the solution (an anecdote).*

The main motivation for this game is to not only provide a game that is fun but also a game that can provide some small exercise. My little cousin is always just sitting on her phone not doing anything constructive. This game will allow people like her to be able to have fun on her phone but also to get some exercise and strengthen their strategy and teamwork skills.

Solution: *Show how they access and use the solution to address their need.*

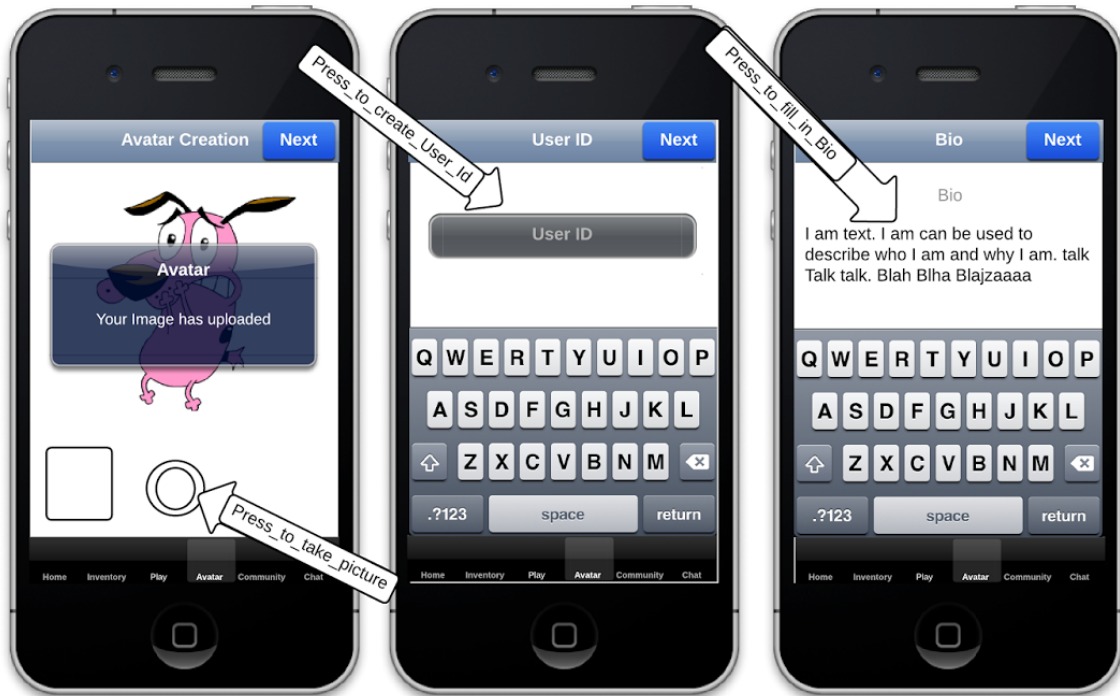
This game is to provide a game that not only is fun and exciting but also a physical game that provides some exercise. With our game users will be able to play with their friends or the online community while physically walking around and accomplishing augmented reality tasks.

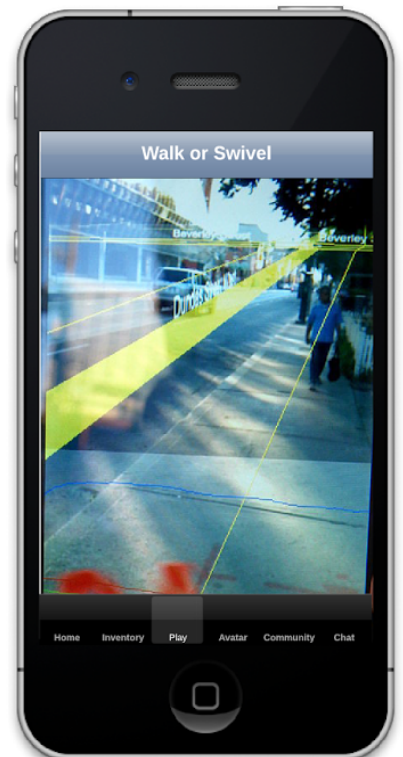
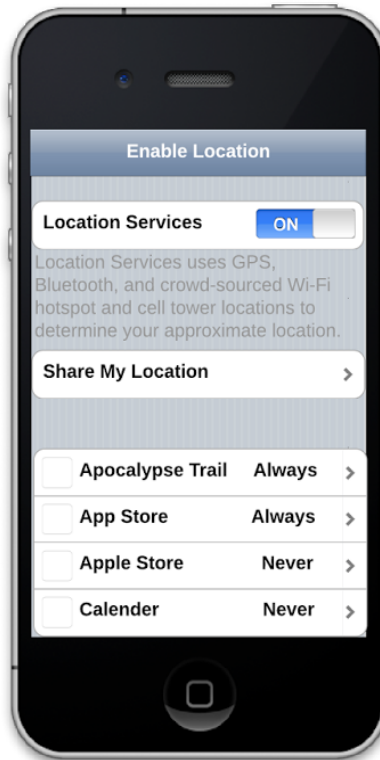
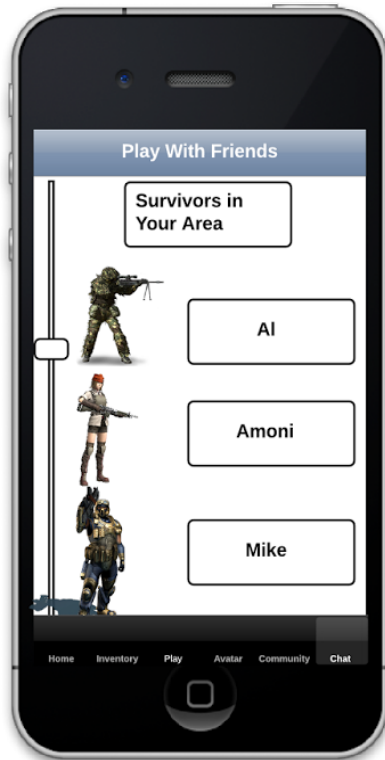


Outcome: *Describe the outcome of the situation - the payoff, the problem solved, and the happy user.*

After having played the app you will see an increase in physical health, social skills, and “FUNdum.” What’s more fun than using the real world around you to play games.







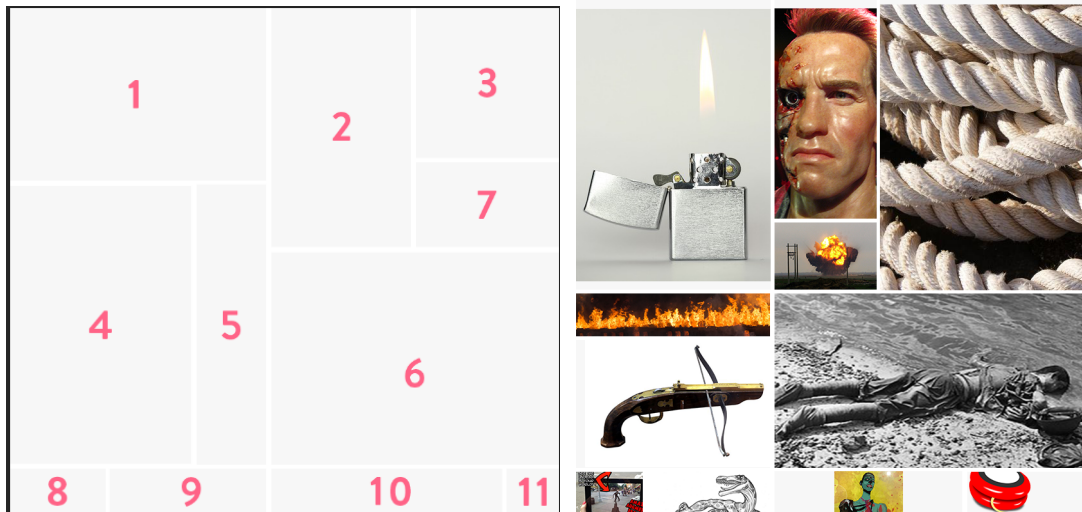


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