



# TREASURE HUNT SMARTPHONE APP



# 1) The basic function

- The app includes a series of messages that will lead the user to the treasure.

e.g. Hint from Message A ->

hint from message B-> ... -> TREASURE

- When user press “start”, a hint will pop up on the screen that lead the user to another location, and finally, to the TREASURE.

e.g.

- 1) User press “start”.
- 2) The message “Welcome to the TREASURE HUNT!” pops up.
- 3) The first hint/message is revealed on the screen that lead the user to another location. (“Proceed to the nearest Kmart for the next hint.”)
- 4) The app use GPS to track the user’s location; once the user goes to the correct location (Kmart), another message will be unlocked. (“For more info regarding the treasure, proceed to a store in St.Mark’s place where you can get pizza for \$1.”)
- 5) And again, the phone tracks the user using GPS. Once the user gets to 2 bros pizza, the final message pops up. “You are almost there! Final mission: Grab 2 slices for professor Lima, and he will hand you the TREASURE!”
- 6) The user buys 2 slices of pizza and hand it to professor Lima, and the user get some prizes.

## 2) More features of the app

We can apply ideas from the reality game show “The Amazing Race” into the Treasure Hunt to make it more interesting.

- 1) **Detour**
- 2) **Road Block**
- 3) **Fast Forward**

# Detour

- A message that leads the user to two locations; the user is free to choose the next location that he prefers, and a question will pop up once he gets to that location.

e.g.

- 1) The message "What do you think you are good at? Math or Science? "
- 2) Let say the user choose "Math". The message "Go find professor Vulakh, and you will have to do vat? answer a math question" pops up.
- 3) Once the user gets to Cooper Union and found professor Vulakh, the professor will ask the user a question. The user can input the answer in their phone; if the answer is correct, the next hint reveals.

# Road Block

- A message that requires the user to answer a specific question to unlock the next message.

e.g.

- 1) The message “Go to the new academic building, and count how many steps does the main staircase has” pops up.
- 2) Similar to detour, next hint pops up when correct answer is entered.

p.s. The difference between “detour” and “road block” is that there is no choice for the user for road block, while there are 2 or more choices for detour.

# Fast Forward

- A message that requires the user to complete a difficult task; upon completion, the user can bypass all remaining hints and proceed directly to the treasure.

e.g.

- 1) The message "Do you want to challenge yourself by doing *Fast Forward*?" pops up.
- 2) If the user presses "yes", the *Fast Forward* challenge will be presented.
- 3) After the user completes the task, the message that leads the user to TREASURE will pop up.

### 3) Extended Feature

- The basic function of the app is that a message will be unlocked when the user reaches certain location. We can apply this to something besides Treasure Hunt.
- One of the functions is a **reminder**.



# Reminder

- When the user gets to a certain location, a reminder will pop up.

e.g.

- 1) The user gets to The Cooper Union Library.
- 2) The app detects that the user 's location, and the reminder "return the reserved books" pops up.
- 3) The user reaches "Starbucks", the app once again detects the user's location and the reminder "buy coffee for Prof. Lima " pops up.

# Setting up the reminder

- User can choose a location on the Google map, and input a message that the user wished to be revealed when the he or she reaches that location.

e.g.

- 1) The user wants the message "Get Milk!" to pop up when he is at Whole Foods.
- 2) The user enters the GPS of Whole Foods on Google Map, and typed in the message "Get Milk!".
- 3) When the user gets to the GPS he entered, "Get Milk!" pops up.