

Crazy moverio idea  
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What if we could use the world and surrounding as the game-map? What if we could create an alternative game world once you put on the moverio glasses. The game would know where you are in the world using GPS tracking and then be able to spawn "enemies" randomly around corners. We could use an edge detection algorithm to find corners and doors and then try to create the world from that view and objects from that. Whenever a person is walking on new territories that have not been explored before it would generate the game world at random and then send that to a central server with the GPS coordinates. Then when another person goes to the same location that "map" or those spawn points that were created by a previous player would be loaded in. Then players could add to the game world by leaving messages on virtual walls for new players to see. Maybe a player could drop items and pick up newly generated ones? For those places in the world where it would have generated a lot of difficult enemies you would have to bring a group of people to clear it.