

Perhaps a GPS-based missile defense game would be fun. Have the epon moverio utilize your GPS-location, and then let you choose the location of your base. When a base is chosen, let it have a radius of, say 50 meters or so. The goal of the game would be to bombard eachothers base to bring it down, and also to defend your own in order to survive.

With an API like google maps you could add every player's base and see how widespread it is. You could then use this to order missile strikes and decide where in the base it should hit.

The defending player should then be alerted to an incoming missile and start looking towards the sky to see where it will land. If you find it you can defend from it by shooting it down, sort of like on the old asteroids game. It should be easy to shoot it down, the problem should be seeing where your base is attacked and then get there fast enough to defend it.

It would be a fun AR and GPS-based game which people could play with eachother from separate locations (international even).

