

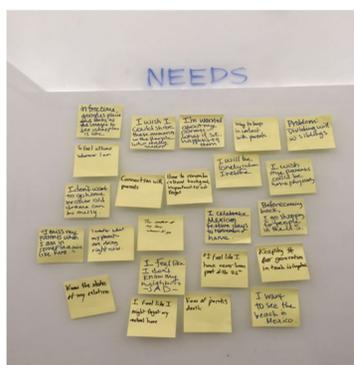
Quest

Hao Wu • Rahul Singireddy • Mitchell Mendoza

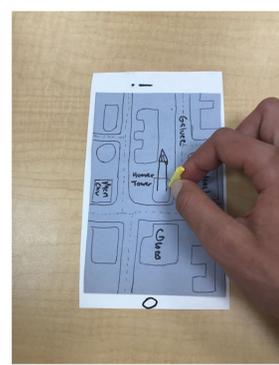
Problem

Today's forms of peer-to-peer communication fail to incorporate the thought and effort of a handwritten letter

Process



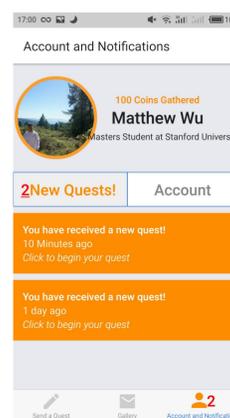
Needfinding



Lo-Fi



Medium-Fi

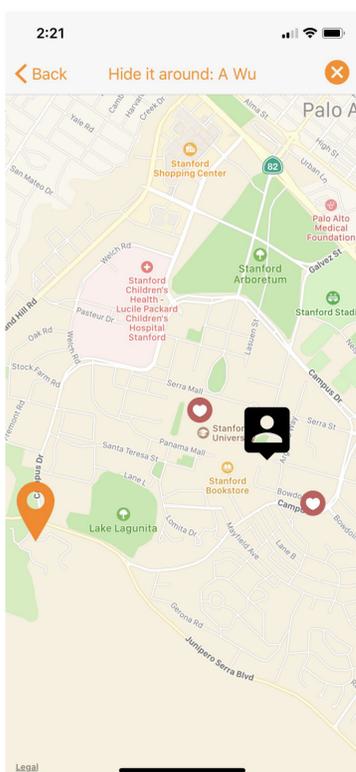


High-Fi

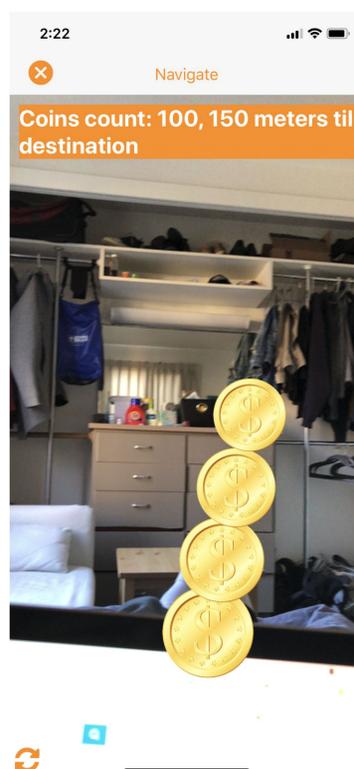
Solution

Send users on journeys to meaningful locations to receive a message & Gamify the process of communication

Key Features



Send a friend, family member or loved one to a meaningful location.



Guided by AR coins, receiver of quest will travel to destination.



At destination, user will play game to receive message.