A

TITLE OF THE INVENTION

Interactive Gaming System + method ?

CROSS-REFERENCE TO RELATED APPLICATIONS

[0001] [Not Applicable]

- Nice Job
- include mock-up of quest editor ?
- otherwise very complete

- please return to me so I can scan as model patent
gp

BACKGROUND OF THE INVENTION

[0002] The present invention generally relates to an interactive gaming system. More particularly, the present invention relates to an interactive gaming system having a portable computing device wirelessly connected to a server.

[0003] Interactive gaming systems are currently in wide use by consumers in a variety of applications and settings. An interactive gaming system typically includes a game console, a game controller, a game file and a game display. The goal of most interactive gaming systems is to complete a number of tasks to progress through a game. An interactive gaming system is typically used indoors, for example in a player's living room, and involves a player performing a function at a game controller to complete a task. A player may move a game controller, affect an image on a game display, and subsequently receive instructions to perform another function; for example, Nintendo Wii. Similarly, a player may touch a footpad game controller, affect an image on a game display, and subsequently receive instructions to perform another function; for example, Dance Dance Revolution.

[0004] Many interactive gaming systems seek to enhance a player's enjoyment and provide an option of playing against another player. Such interactive gaming systems are connected to the Internet and often times are connected to a centralized game server. Player and game information may be stored on the centralized game server, and typically competing players can view one another's player and game information. This typically adds to the popularity of the interactive gaming system by creating player on player competition.

[0005] Furthermore, another aspect that adds to the popularity of interactive gaming systems is the utilization of everyday motions and gestures as inputs to the game. The more the user is familiar with the game controller and the required motion or gesture, the more enjoyable the game is for the user.

[0006] Other everyday interactive systems utilize some of the same technologies and functionalities of interactive gaming systems, seeking to capitalize on a user's familiarity with existing technologies. This is most apparent when one views a smartphone as a game controller. Many individuals use their smartphones in an analogous fashion as a player uses a game controller to complete a game task.

[0007] For example, a system for using a camera phone to acquire, store, manage, and redeem discount coupons is disclosed in Marriotti, U.S. Pat. Application No. 2009/0234731. The system of Marriotti shows a camera phone scanning a QR code and then obtaining data from the QR code itself without making a data connection to a network. Furthermore, Marriotti shows a camera phone "treasure hunt" within a grocery store. A treasure hunt involves the manual placement of several QR codes throughout a store, and a camera phone user searching for and scanning all the QR codes. Upon scanning all of the QR codes, the camera phone generates a discount coupon without connecting to a network.

[0008] Other everyday interactive systems that utilize similar technologies and functionalities of interactive gaming systems do not involve the use of smartphones. Such systems involve the use of data templates, similar to a game file and other devices analogous to a game controller.

[0009] For example, an image processing system for creating and analyzing customer-fitting catalogues is disclosed in Takamatsu et al., U.S. Pat. Application No. 2009/0295825. The system of Takamatsu et al. shows a scanning apparatus detecting a barcode on a product, retrieving data from the barcode, and adding the retrieved data to a template that is stored in a database.

[0010] While many individuals enjoy the use of current interactive gaming systems, a user typically must purchase an autonomous gaming system, and its use is typically regulated to the indoors or at a fixed location. Consequently, this is undesirable for a few of reasons. First, the user must purchase an expensive gaming system to enjoy the benefits of an interactive gaming system. Second, the user must learn how to use an unfamiliar game controller. Third, to play the game, the user is confined to the indoors.

[0011] Additionally, while other industries aside from the gaming industry attempt to incorporate interactive technologies with everyday devices, such as cell phones, and activities, such as grocery shopping, there remains room for improvement. Although scanning a QR with a cell phone is a motion or gesture that most users are familiar with, the resulting retrieval of data from the QR is unassuming; what data the QR represents is all that the user will obtain. ~~The users of modern day electronics require more enjoyment and excitement from their use.~~ Bad for motivation to combine?

BRIEF SUMMARY OF THE INVENTION

[0012] One or more of the embodiments of the present invention provide a media file delivery system of an interactive gaming system, wherein the media file delivery system includes a portable computing device, which includes a camera and a cellular transceiver, and a server, which includes a data transceiver and a server memory unit. The server memory unit stores at least one predefined QR code data sequence, wherein the at least one predefined QR code data sequence is associated with an associated media file. The cellular transceiver is in wireless communication with the data transceiver. The portable computing device uses the camera to detect a QR code, converts the QR code to a detected QR code data, and wirelessly transmits the detected QR code data to the server using the cellular transceiver. The server receives the detected QR code data using the data transceiver and compares the detected QR code data to the predefined QR code data sequence stored at the server memory unit. When the detected QR code data matches the predefined QR code data sequence, the server transmits the associated media file from the server memory unit to the portable computing device using the data transceiver and the cellular transceiver.

[0013] One or more of the embodiments of the present invention provide a media file delivery system of an interactive gaming system, wherein the media file delivery system includes a portable computing device, which includes a GPS sensor and a cellular transceiver, and a server, which includes a data transceiver and a server memory unit. The server memory unit stores at least one predefined GPS location data sequence, wherein the at least one predefined GPS location data sequence is associated with an associated media file. The cellular transceiver is in wireless communication with the data

transceiver. The portable computing device uses the GPS sensor to detect a GPS signal, converts the GPS signal to a detected GPS location data, and wirelessly transmits the detected GPS location data to the server using the cellular transceiver. The server receives the detected GPS location data using the data transceiver and compares the detected GPS location data to the predefined GPS location data sequence stored at the server memory unit. When the detected GPS location data matches the predefined GPS location data sequence, the server transmits the associated media file from the server memory unit to the portable computing device using the data transceiver and the cellular transceiver.

BRIEF DESCRIPTION OF THE DRAWINGS

[0014] Figure 1 illustrates a game creation system of an interactive gaming system according to an embodiment of the present invention.

[0015] Figure 2 illustrates a flowchart of an embodiment of a process for creating a game template from the point of view of the designer interface.

[0016] Figure 3 illustrates a flowchart of an embodiment of a process to create a game task according to an embodiment of the present invention.

[0017] Figure 4 illustrates a flowchart that further describes the process of choosing a game task action, from Figure 3, and the process of choosing a trigger event, from Figure 3.

[0018] Figure 5 illustrates a flowchart that further discusses the process of defining game element control, from Figure 4.

[0019] Figure 6 illustrates a registration system of an interactive gaming system according to an embodiment of the present invention.

[0020] Figure 7 illustrates a portable computing device of an interactive gaming system according to an embodiment of the present invention.

[0021] Figure 8 illustrates an interactive gaming system in gameplay mode according to an embodiment of the present invention.

[0022] Figure 9 illustrates an interactive gaming system in gameplay mode according to an embodiment of the present invention.

[0023] Figure 10 illustrates a display device of an interactive gaming system according to an embodiment of the present invention.

[0024] Figure 11 illustrates a flowchart of an embodiment of a process of game progression according to an embodiment of the present invention.

[0025] Figure 12 illustrates an interactive gaming system according to an embodiment of the present invention.

[0026] Figure 13 illustrates a flowchart of an embodiment of a process to update a game webpage dataset according to an embodiment of the present invention.

[0027] Figure 14 illustrates an embodiment of a game webpage dataset displayed to an external PC from the game webserver according to the present invention.

DETAILED DESCRIPTION OF THE INVENTION

[0028] Figure 1 illustrates a game creation system 100 of an interactive gaming system according to an embodiment of the present invention. The game creation system includes a server 120, a game database 130, and a designer interface 140. In the present embodiment, the designer interface 140 is a personal computer (PC) connected to the Internet. The game database 130 includes a database memory unit 131. The database memory unit 131 includes several pre-configured game templates 133. In the present embodiment, each pre-configured game template 133 has at a minimum two game template versions. Each game template version includes at least one game task. The game template versions vary depending on difficulty, as measured by the intended players' length of experience and by specific game tasks that are included. For example, "Easy", "Moderate", and "Difficult" versions. The pre-configured game templates 133 include a set of detailed instructions as to how to play a particular game. In the present embodiment, the set of detailed instructions include: a game title; an estimated time duration of the whole game; a start location of the game, which is either a GPS coordinate or an address; and a series of game task data. Each game task data includes: a game task number, which is sequential number of the specific game task; an estimated time duration of the game task; a game task summary, which is a written description of the game task; a detailed written description of the game task; a mode of travel to the game task; a travel time to the game task; a game task location, which is either a GPS coordinate or an address; and at least one game task action and a corresponding trigger event.

Nice job with a more top-down description

[0029] The designer interface 140 communicates with the server 120. The server 120 is connected with the game database 130. The game database 130 is electrically connected with the memory unit 131. The database memory unit 131 is electrically connected with the pre-configured game templates 133.

[0030] In operation, game creation takes place in a number of steps. First, the designer interface 140 receives an input from a designer. The designer interface 140 sends an input signal to the server 120. Then the server 120 accesses the game database 130. The game database 130 sends a signal to the database memory unit 131. The database memory unit 131 retrieves a game template from one of the pre-configured game templates 133. Next the game database 130 transmits the retrieved game template to the server 120. The server 120 relays the retrieved game template to the designer interface 140. The designer interface 140 permits modification of the retrieved game template. If there is a modification of the retrieved game template at the designer interface 140, the modified game template is sent back to the server 120. The server 120 relays the modified game template to the game database 130. The game database 130 stores the modified game template in the database memory unit 131 as a new game template.

[0031] Figure 2 illustrates a flowchart 200 of an embodiment of a process for creating a game template from the point of view of the designer interface 140. Such embodiment is carried out using a game creation system, for example the game creation system 100 of Figure 1. First, at step 210, a designer is presented with the choice of creating a wholly personalized game or starting with a pre-configured game template, such as the pre-configured game templates 133 of Figure 1.

[0032] If the designer chooses to start with a pre-configured game template, for example from the pre-configured game templates 133, the process proceeds to step 220, where the designer selects a time of year the game will take place. At step 225, the designer next selects a particular game template, for example a particular game template version from the pre-configured game templates 133. Next, at step 230, an editor page is brought up at the designer interface 140.

[0033] If the designer chooses to create a wholly personalized game, the process proceeds to step 230 where an editor page is displayed at the designer interface 140.

[0034] Once at step 230, the process proceeds to step 240 where the designer has the option to add or delete game tasks. If the designer chooses not to add or delete game tasks, the process proceeds to step 280 where the game template is saved, for example at the game database 130.

[0035] If the designer chooses to add or delete game tasks, then the process proceeds to step 250. There the designer modifies a pre-configured game template by adding or deleting game tasks, or the designer adds game tasks to a wholly personalized game. Game tasks are added by either selecting from a list of predefined game tasks, for example from the series of game task data in the pre-configured game templates 133, or by designing a personalized game task.

[0036] At step 260, the designer has the option to upload media for the game. If the designer chooses not to upload media, the process proceeds to step 280 where the game template is saved, for example, at the game database 130.

[0037] If the designer chooses to upload media, the process proceeds to step 270 where media is uploaded to a storage device, for example, the game database 130. In the present embodiment audio, video, or text media are uploaded. After all desired media is uploaded, the process proceeds to step 280 where the game template is saved, for example, at the game database 130.

[0038] Figures 3-5 illustrate a series of flowcharts of an embodiment of a process to design a personalized game task. Figure 3 illustrates a flowchart 300 of an embodiment of a process to create a game task according to an embodiment of the present invention. First, at step 310, the designer enters basic game information, for example, at the designer interface 140. In the present embodiment, the basic game information includes: a game title; an estimated time duration of the whole game; a game task number, which is the number in sequence of the specific game task; an estimated time duration of the game task; a game task summary, which is a short written description of the game task; and a detailed written description of the game task. Next, at step 320, the designer sets a start location of the game task. The start location is either a GPS coordinate or an address. Then, at step 330, the designer sets a task location of the game task and chooses a mode of travel from the start location to the task location. The task location is either a GPS coordinate or an address. Choices for the mode of travel include foot, car, or other. If the designer chooses other, the designer is prompted to enter a travel time. Next, at step 340, a task travel time is calculated based on the distance between the start and the task location and a travel speed, which is predicated on the selected mode of travel. In the present embodiment, if the mode of travel is foot, then the travel speed is 3 miles per hour; if the mode of travel is car, then the travel speed is taken

from Google Maps; if the mode of travel is other, then the task travel time is equal to the entered travel time from step 330. Then, at step 350, the designer selects a game task action, which is a desired action performed by a player, for example, a particular function performed at a portable computing device (PCD). In the present embodiment, the game task action choices include: proximity based, performance of which includes sensing a GPS location; QR code based, performance of which includes scanning a QR code; time based, performance of which includes a time duration elapsing after an event; other team based, completion of which includes sending a competitor information; and player initiated, completion of which includes a player input at a PCD. In another embodiment, the game task action choices also include detecting an audio signal. Next, at step 360, the designer selects a trigger event, which is a desired event that occurs at the completion of the selected game task action from step 350. Then, at step 370, the designer will have the option to add another game task action. If the designer elects to add another game task action, the process proceeds back to step 350. Otherwise, the process proceeds to step 380, where the game task is added to the game template.

[0039] Figure 4 illustrates a flowchart 400 that further describes the process of choosing a game task action, step 350 from Figure 3, and the process of choosing a trigger event, step 360 from Figure 3. First, the designer chooses a particular game task action. If the designer selects proximity based, the process begins at step 405 where the designer selects a particular proximity based action. The particular proximity based actions include entering a GPS proximity 410, leaving a GPS proximity 415, and at a GPS proximity after a specified time 420. If the designer chooses entering a GPS proximity 410, the process proceeds to step 425 where the designer sets a location. The

location is either a GPS coordinate or an address. The process then proceeds to step 430. If the designer chooses leaving a GPS proximity 415, the process proceeds to step 425 where the designer sets a location. The location is either a GPS coordinate or an address. The process then proceeds to step 430. If the designer chooses at a GPS proximity after a specified time 420, the process proceeds to step 435 where the designer sets a particular time duration. Then, at step 425, the designer sets a location. The location is either a GPS coordinate or an address. The process then proceeds to step 430.

[0040] If the designer selects time based, the process begins at step 440 where the designer selects a particular time based action. The particular time based actions include at a GPS proximity after a specified time 420 and at a QR code after a specified time 445. If the designer chooses at a GPS proximity after a specified time 420, the process proceeds to step 435 where the designer sets a particular time duration. Then, at step 425, the designer sets a location. The location is either a GPS coordinate or an address. The process then proceeds to step 430. If the designer chooses at a QR code after a specified time 445, the process proceeds to step 450 where the designer sets a particular time duration. Then, at step 455, the designer sets a particular QR code. The process then proceeds to step 430.

[0041] If the designer chooses QR code based, the process begins at step 460 where the designer selects a particular QR code based action. The particular QR code based actions include at a QR code after a specified time 445 and at a QR code 465. If the designer chooses at a QR code after a specified time 445, the process proceeds to step 450 where the designer sets a particular time duration. Then, at step 455, the designer sets a particular QR code. The process then proceeds to step 430. If the designer chooses

at a QR code 465, the process proceeds to step 455 where the designer sets a particular QR code. The process then proceeds to step 430.

[0042] If the designer chooses other team based, the process begins at step 470, where the designer sets an expected text, and then the process proceeds to step 430.

[0043] If the designer chooses player initiated, the process begins at step 475 where the designer selects a particular player initiated action. The particular player initiated actions include upload a video 480 and upload a text 485. If the designer chooses upload a video 480, the designer will include a description of the desired video, and then the process proceeds to step 430. If the designer chooses upload a text 485, the designer will include a description of the desired text, and then the process proceeds to step 430.

[0044] At step 430, the designer selects a particular trigger file that is sent to a player upon completion of a game task, step 360 of Figure 3. In the present embodiment, the particular trigger file choices include a video file, an audio file, and a text file. Next the process proceeds to step 490 where the designer is given a choice to control a game element. If the designer elects not to control the game element, the process proceeds to step 370 of Figure 3. If the designer chooses to control the game element, the process proceeds to step 495 where game element control is defined.

[0045] Figure 5 illustrates a flowchart 500 that further discusses the process of defining game element control, step 495 from Figure 4. First, at step 510, the designer has the choice to power off the game element, for example, the display device 1000, as shown and described in Figure 10, below. If the designer chooses to power off the game element, the process proceeds to step 370. If the designer chooses not to power off the

game element, the process proceeds to step 520 where the designer selects an LED bank to illuminate. In the present embodiment there is a red, a blue, and a white LED bank. Next, at step 530, the designer has the choice to cause the selected LED bank to blink. If the designer elects to cause the selected LED bank to blink, the process proceeds to step 540 where the designer enters a blink sequence. In the current embodiment, a blink sequence includes illuminating and then de-illuminating one LED bank and then another LED bank. For example, one blink sequence is red then blue then white. Another blink sequence is red then blue then red then white. There are many other blink sequences imaginable. In another embodiment, the blink sequence includes a frequency at which the blinks occur. In another embodiment, the blink sequence includes illuminating and then de-illuminating one LED bank at a specified frequency. The process then proceeds to step 550. If the designer chooses not to cause the selected LED bank to blink, the process proceeds to step 550 where the designer is given the choice to select another band of LEDs to be illuminated. If the designer elects to select another bank of LEDs, the process proceeds back to step 520. If the designer chooses not to select another bank, the process proceeds to step 370 of Figure 3

[0046] Figure 6 illustrates a registration system 600 of an interactive gaming system according to an embodiment of the present invention. The registration system 600 includes a portable computing device (PCD) 700, the server 120, the game database 130, and the designer interface 140. In the present embodiment, the PCD 700 is a smartphone, and the designer interface 140 is a personal computer (PC) connected to the Internet. The server 120 includes a data transceiver 121, a processor 123, and a server memory unit 125. The PCD 700, as illustrated in Figure 7, includes a cellular transceiver

710, a GPS sensor 720, a microcontroller 730, a video camera 740, a keyboard 750, a microphone 760, a speaker 770, a memory unit 780, a display 790, and a rechargeable battery 705. In the present embodiment, the keyboard 750 includes a touchpad and at least one button.

[0047] In the registration system 600, the PCD 700 is in wireless communication with the server 120 using the cellular transceiver 710 and the data transceiver 121. The server 120 is in communication with the game database 130 and the designer interface 140. In the server, the data transceiver 121 is electrically connected to the processor 123, and the processor 123 is electrically connected to the server memory unit 125.

[0048] In the PCD 700, the cellular transceiver 710 is electrically connected to the microcontroller 730. The GPS sensor 720 is electrically connected with the microcontroller 730. The microcontroller 730 is electrically connected with the video camera 740. The keyboard 750 provides data to the microcontroller 730. The microphone 760 is electrically connected to the microcontroller 730. The speaker 770 is electrically connected to the microcontroller 730. The microcontroller 730 is electrically connected to the memory unit 780. The microcontroller 730 provides electrical signals to the display 790. The rechargeable battery 705 is electrically connected to the cellular transceiver 710, the GPS sensor 720, the microcontroller 730, the video camera 740, the keyboard 750, the microphone 760, the memory unit 780, and the display 790.

[0049] In operation, the registration system 600 transmits and receives data in a series of steps. First, a designer enters a game select input at the designer interface 140. Next a game select input signal travels form the designer interface 140 to the server 120. The processor 123 interprets the game select input signal and then accesses the game

database 130. Then the game database 130 relays a game data to the server 120. In the present embodiment, the game data includes a game template and a game signal. The processor 123 stores the game template in the server memory unit 125, and then passes a game signal to the data transceiver 121. In the present embodiment, the game signal includes a game identifier. The data transceiver 121 transmits the game signal to the PCD 700.

[0050] The PCD 700 receives the game signal using the cellular transceiver 710. The cellular transceiver 710 relays the game signal to the microcontroller 730. The microcontroller 730 interprets the game signal, and then relays a registration instruction signal to the display 790. The display 790 converts the registration instruction signal and outputs a registration instruction to the player. In the present embodiment, the output registration instruction instructs the player to input a cellular phone number, a team name, and a player name. The player then inputs a player information set, which includes a cellular phone number, a team name, and a player name, into the keyboard 750. The keyboard 750 relays a player information signal to the microcontroller 730. In the present embodiment, the player information signal includes the cellular phone number, the team name, and the player name. The microcontroller 730 passes the player information signal to the cellular transceiver 710. The cellular transceiver 710 transmits the player information signal to the server 120 using the data transceiver 121. All the while, the rechargeable battery 705 provides electrical power to the cellular transceiver 710, the GPS sensor 720, the microcontroller 730, the video camera 740, the keyboard 750, the microphone 760, the memory unit 780, and the display 790.

[0051] The data transceiver 121 passes the player information signal to the processor 123. The processor stores the player information signal in the server memory unit 125 and also relays the player information signal to the designer interface 140. The designer interface 140 interprets the player information signal and then displays the player information to the designer. In the present embodiment, the designer interface 140 displays the cellular phone number, the team name, and the player name. Then, the designer enters a game initiation input at the designer interface 140.

[0052] Next, the designer interface 140 relays a game initiation signal to the server 120. The processor 123 interprets the game initiation signal and then accesses the game template from the server memory unit 125. In the current embodiment, the game template consists of several game task data. The processor 123 retrieves a first game task data from the game template stored in the server memory unit 125. The processor 123 relays a first game task signal to the data transceiver 121. The first game task signal is transmitted from the data transceiver 121 to the PCD 700.

[0053] In other embodiments, instead of the designer entering the game initiation signal at the designer interface 140, the processor 123 creates the game initiation signal in response to a GPS location of the PCD 700.

[0054] In another embodiment, the registration system 600 further includes several PCDs, for example two more PCDs in addition to the PCD 700. Once the designer interface 140 displays player information from the several PCDs, the designer splits the several PCDs into a number of teams. In the present embodiment, the several PCDs are split into two teams. The designer then enters a team designation signal to the designer interface 140. The designer interface 140 transmits the team designation signal

to the server 120. The processor 123 then creates a game information dataset. The game information dataset includes a list of teams, a list of each team's members' names, and a cellular phone number associated with each member's name. The game information dataset is then transmitted to and stored in the server memory unit 125. Then, the designer enters a game initiation input at the designer interface 140.

[0055] In other embodiments, instead of the designer creating the teams, the processor 123 splits the PCDs into a number of teams based on the received player information.

[0056] In other embodiments, instead of the designer entering the game initiation signal at the designer interface 140, the processor 123 creates the game initiation signal in response to a GPS location of one of the several PCDs.

[0057] In other embodiments of the registration system 600, server 120 and game database 130 are contained in a single hardware unit.

[0058] Figure 8 illustrates an interactive gaming system 800 in gameplay mode according to an embodiment of the present invention. The interactive gaming system 800 includes the PCD 700, a second PCD 701, a third PCD 702, a fourth PCD 703, the game database 130, the server 120, and the designer interface 140. In the present embodiment, the PCD 700, the second PCD 701, the third PCD 702, and the fourth PCD 703 are smartphones.

[0059] In the interactive gaming system 800, the PCD 700, the second PCD 701, the third PCD 702, and the fourth PCD 703 are in wireless communication with the

server 120. The server 120 is in communication with the game database 130 and the designer interface 140.

[0060] In operation, the interactive gaming system 800 progresses in gameplay mode in a series of steps. After the server 120 receives a game initiation signal from the designer interface 140, the processor 123 accesses the game template stored in the server memory unit 125, which was transmitted from the game database 130 to the server 120. Next, the processor 123 retrieves a first game task data from the game template. In the present embodiment, the first game task data includes a predefined GPS location data sequence and a media file associated with the predefined GPS location data sequence. The processor 123 relays a first game task signal to the data transceiver 121. The first game task signal is transmitted from the data transceiver 121 to the PCD 700, the second PCD 701, the third PCD 702, and the fourth PCD 703.

[0061] The PCD 700 receives the first game task signal from the data transceiver 121 using the cellular transceiver 710. The first game task signal passes to the microcontroller 730 and then the microcontroller 730 relays a first game task instruction signal to the display 790. The display 790 outputs a textual game task instruction to the player. The GPS sensor 720 receives a current GPS signal and then passes it to the microcontroller 730. The microcontroller 730 converts the current GPS signal to a detected GPS signal location data. The detected GPS signal location data is passed to the cellular transceiver 710 where the detected GPS signal location data is transmitted to the server 120.

[0062] The data transceiver 121 receives the detected GPS signal location data and relays the detected GPS signal location data to the processor 123. The processor 123

compares the detected GPS signal location data to the predefined GPS location data sequence that was stored in the server memory unit 125. When the detected GPS signal location data is equal to the predefined GPS location data sequence, the processor 123 transmits the media file associated with the predefined GPS location data sequence to the data transceiver 121. The data transceiver 121 transmits the media file to the PCD 700, the second PCD 701, the third PCD 702, and the fourth PCD 703.

[0063] Next, PCD 700 receives the media file at the cellular transceiver 710 and then relays it to the microcontroller 730. In the present embodiment, the media file is a video file. The microcontroller 730 extracts several video file images and a video file audio from the video file. Then, the microcontroller 730 relays the video file images to the display 790 and the video file audio to the speaker 770. The display 790 outputs the video file images, and the speaker 770 outputs the video file audio.

[0064] In another embodiment, the media file is an audio file. The microcontroller 730 relays the audio file to the speaker 770, and the speaker 770 outputs the audio file.

[0065] In another embodiment, the media file is a text file. The microcontroller 730 relays the text file to the display 790, and the display 790 outputs the text file.

[0066] In another embodiment, the first game task data also includes a requisite number of PCDs dataset. After the processor 123 retrieves the first game task data, the processor creates a number of proximity PCDs data entry. The number of proximity PCDs data entry and the requisite number of PCDs dataset are saved to the server memory unit 125.

[0067] Next, the PCD 700, the second PCD 701, the third PCD 702, and the fourth PCD 703 each transmit a detected GPS signal location data to the server 120. When the data transceiver 121 receives a detected GPS signal location data from a PCD, the detected GPS signal location data is relayed to the processor 123. The processor 123 compares the detected GPS signal location data to the predefined GPS location data sequence that was stored in the server memory unit 125. When the detected GPS signal location data is equal to the predefined GPS location data sequence, the processor 123 retrieves the number of proximity PCDs data entry and adds one to the number of proximity PCDs data entry. Then, the processor 123 compares the number of proximity PCDs data entry with the requisite number of PCDs dataset that was stored in the server memory unit 125. When the number of proximity PCDs data entry is equal to the requisite number of PCDs dataset, the processor 123 transmits the media file associated with the predefined GPS location data sequence to the data transceiver 121. The data transceiver 121 transmits the media file to the PCD 700, the second PCD 701, the third PCD 702, and the fourth PCD 703.

[0068] In another embodiment of the interactive gaming system 800, according to an embodiment of the present invention, the data transceiver 121 receives the detected GPS signal location data from the cellular transceiver 710 and relays the detected GPS signal location data to the processor 123. The processor 123 compares the detected GPS signal location data to the predefined GPS location data sequence that was stored in the server memory unit 125. When the detected GPS signal location data is no longer equal to the predefined GPS location data sequence, the processor 123 transmits the media file associated with the predefined GPS location data sequence to the data transceiver 121.

The data transceiver 121 transmits the media file to the PCD 700, the second PCD 701, the third PCD 702, and the fourth PCD 703.

[0069] In another embodiment of the interactive gaming system 800, according to an embodiment of the present invention, instead of the first game task data including the predefined GPS location data sequence and the media file associated with the predefined GPS location data sequence, the first game task data includes a predefined QR code data sequence and a media file associated with the predefined QR code data sequence. The processor 123 relays a first game task signal to the data transceiver 121. The first game task signal is transmitted from the data transceiver 121 to the PCD 700, the second PCD 701, the third PCD 702, and the fourth PCD 703.

[0070] The PCD 700 receives the first game task signal from the data transceiver 121 using the cellular transceiver 710. The first game task signal passes to the microcontroller 730, and then the microcontroller 730 relays a first game task instruction signal to the display 790. The display 790 outputs a textual game task instruction to the player. The keyboard 750 receives an input and then passes an input signal to the microcontroller 730. The microcontroller 730 relays a capture signal to the video camera 740. The video camera 740 detects a QR code and converts the detected QR code into a detected QR code data. The detected QR code data is then passed to the microcontroller 730. The microcontroller 730 relays the detected QR code data to the cellular transceiver 710. The cellular transceiver 710 outputs the detected QR code data to the server 120.

[0071] The data transceiver 121 receives the detected QR code data and relays the detected QR code data to the processor 123. The processor 123 compares the detected QR code data to the predefined QR code data sequence that was stored in the server

memory unit 125. If the detected QR code data is equal to the predefined QR code data sequence, the processor 123 transmits the media file associated with the predefined QR code data sequence to the data transceiver 121. The data transceiver 121 transmits the media file to the PCD 700, the second PCD 701, the third PCD 702, and the fourth PCD 703. If the detected QR code data is not equal to the predefined QR code data sequence, the processor 123 transmits a failure file to the data transceiver 123. The data transceiver 121 transmits the failure file to the PCD 700, the second PCD 701, the third PCD 702, and the fourth PCD 703.

[0072] Next, PCD 700 receives the failure file at the cellular transceiver 710 and then relays it to the microcontroller 730. In the present embodiment, the failure file is a failure video file. The microcontroller 730 extracts several failure video file images and a failure video file audio from the failure video file. Then, the microcontroller 730 relays the failure video file images to the display 790 and the failure video file audio to the speaker 770. The display 790 outputs the failure video file images, and the speaker 770 outputs the failure video file audio. In the present embodiment, the player is instructed that an invalid QR code has been scanned and that the player should try again.

[0073] In another embodiment, the failure file is a failure audio file. The microcontroller 730 relays the failure audio file to the speaker 770, and the speaker 770 outputs the failure audio file.

[0074] In another embodiment, the failure file is a failure text file. The microcontroller 730 relays the failure text file to the display 790, and the display 790 outputs the failure text file

[0075] In another embodiment of the interactive gaming system 800, the server 120 also includes a server clock. The server clock is electrically connected to the processor 123. In the current embodiment, instead of the first game task data including the predefined GPS location data sequence and the media file associated with the predefined GPS location data sequence, the first game task data includes a predefined GPS location data sequence, a time after location data, and a media file associated with the time after location data. In operation, the server clock receives the time after location data from the processer 123 and interprets the time after location data. The server clock converts the time after location data into an event timer. When the detected GPS signal location data received by the server 120 from the PCD 700 is equal to the predefined GPS location data sequence, the processor 123 sends a start signal to the server clock and the server clock initiates the event timer. When the event timer has expired, the server clock transmits an expiration signal to the processor 123. The processor 123 transmits the media file associated with the time after location data to the data transceiver 121. The data transceiver 121 transmits the media file to the PCD 700, the second PCD 701, the third PCD 702, and the fourth PCD 703.

[0076] In another embodiment, the server 120 also includes the server clock. In the present embodiment, instead of the first game task data including the predefined GPS location data sequence and the media file associated with the predefined GPS location data sequence, the first game task data includes a predefined QR code data sequence, a time after QR data, and a media file associated with the time after QR data. In operation, the server clock receives the time after QR data from the processer 123 and interprets the time after QR data. The server clock converts the time after QR data into an event timer.

If the detected QR code data that the server 120 receives from the PCD 700 is equal to the predefined QR code data sequence, the processor 123 sends a start signal to the server clock and the server clock initiates the event timer. When the event timer has expired, the server clock transmits an expiration signal to the processor 123. The processor 123 transmits the media file associated with the time after QR data to the data transceiver 121. The data transceiver 121 transmits the media file to the PCD 700, the second PCD 701, the third PCD 702, and the fourth PCD 703. If the detected QR code data is not equal to the predefined QR code data sequence, the processor 123 transmits a failure file to the data transceiver 123. The data transceiver 121 transmits the failure file to the PCD 700, the second PCD 701, the third PCD 702, and the fourth PCD 703.

[0077] In another embodiment of the interactive gaming system 800, according to an embodiment of the present invention, instead of the first game task data including the predefined GPS location data sequence and the media file associated with the predefined GPS location data sequence, the first game task data includes an expected video description and a media file associated with the expected video description. The processor 123 relays a first game task signal to the data transceiver 121. The first game task signal is transmitted from the data transceiver 121 to the PCD 700, the second PCD 701, the third PCD 702, and the fourth PCD 703.

[0078] The PCD 700 receives the first game task signal from the data transceiver 121 using the cellular transceiver 710. The first game task signal passes to the microcontroller 730 and then the microcontroller 730 relays a first game task instruction signal to the display 790. The display 790 outputs a textual game task instruction to the player. The keyboard 750 receives an input and then passes an input signal to the

microcontroller 730. The microcontroller 730 relays a record signal to the video camera 740. The video camera 740 records a detected video and converts the detected video into a detected video data. The detected video data is then passed to the microcontroller 730. The microcontroller 730 relays the detected video data to the cellular transceiver 710. The cellular transceiver 710 outputs the detected video data to the server 120.

[0079] The data transceiver 121 receives the detected video data and passes the detected video data to the processor 123. The processor 123 retrieves from the memory unit 125 the expected video description. The processor 123 relays the expected video description and the detected video data to the designer interface 140. The designer interface outputs the expected video description and the detected video data to the designer. When the detected video data is comparable to the expected video description, the designer enters a validation input at the designer interface 140. The designer interface 140 routes a validation signal to the processor 123. Then, the processor 123 retrieves the media file associated with expected video file and transmits the media file to the data transceiver 121. The data transceiver 121 transmits the media file to the PCD 700, the second PCD 701, the third PCD 702, and the fourth PCD 703.

[0080] In another embodiment of the interactive gaming system 800, according to an embodiment of the present invention, instead of the first game task data including the predefined GPS location data sequence and the media file associated with the predefined GPS location data sequence, the first game task data includes an expected text file and a media file associated with the expected text file. The processor 123 relays a first game task signal to the data transceiver 121. The first game task signal is transmitted from the

data transceiver 121 to the PCD 700, the second PCD 701, the third PCD 702, and the fourth PCD 703.

[0081] The PCD 700 receives the first game task signal from the data transceiver 121 using the cellular transceiver 710. The first game task signal passes to the microcontroller 730 and then the microcontroller 730 relays a first game task instruction signal to the display 790. The display 790 outputs a textual game task instruction to the player. The keyboard 750 receives a text input and then passes a detected text input signal to the microcontroller 730. The microcontroller 730 relays a detected text data to the cellular transceiver 710. The cellular transceiver 710 outputs the detected text data to the server 120.

[0082] The data transceiver 121 receives the detected text data and passes the detected text data to the processor 123. The processor 123 retrieves from the memory unit 125 the expected text file. The processor 123 relays the expected text file and the detected text data to the designer interface 140. The designer interface outputs the expected text file and the detected text data to the designer. When the detected text data is comparable to the expected text file, the designer enters a validation input at the designer interface 140. The designer interface 140 routes a validation signal to the processor 123. Then, the processor 123 retrieves the media file associated with expected text file and transmits the media file to the data transceiver 121. The data transceiver 121 transmits the media file to the PCD 700, the second PCD 701, the third PCD 702, and the fourth PCD 703.

[0083] In another embodiment of the interactive gaming system 800 according to an embodiment of the present invention, the PCDs are split into a number of teams. In

the present embodiment, the PCDs are split into two teams; the PCD 700 and the second PCD 701 are on team one and the third PCD 702 and the fourth PCD 703 are on team two. The designer then enters a game initiation input at the designer interface 140.

[0084] Next, the designer interface 140 relays a game initiation signal to the server 120. The processor 123 interprets the game initiation signal and then accesses the game template from the server memory unit 125. In the current embodiment, the game template consists of several team game task data. The processor 123 retrieves a team one first game task data and a team two first game task data from the server memory unit 125. In the present embodiment, the team one first game task data includes an expected text data and a media file associated with the expected text data. The processor 123 relays a team one first game task signal and a team two first game task signal to the data transceiver 121. The team one first game task signal is transmitted from the data transceiver 121 to the PCD 700 and the second PCD 701. The team two first game task signal is transmitted from the data transceiver 121 to the third PCD 702 and the fourth PCD 703.

[0085] The PCD 700 receives the team one first game task signal from the data transceiver 121 using the cellular transceiver 710. The team one first game task signal passes to the microcontroller 730 and then the microcontroller 730 relays a team one first game task instruction signal to the display 790. The display 790 outputs a textual game task instruction to the player. The keyboard 750 receives a text input and then passes a detected text input signal to the microcontroller 730. The microcontroller 730 relays a detected text data to the cellular transceiver 710. The cellular transceiver 710 outputs the detected text data to the server 120.

[0086] The data transceiver 121 receives the detected text data and then routes the detected text data to the processor 123. The processor 123 retrieves from the memory unit 125 the expected text data. The processor 123 compares the detected text data and the expected text data. When the two are equal, the processor 123 transmits the detected text data to the data transceiver 121. The data transceiver 121 transmits the detected text data to the third PCD 702 and the fourth PCD 703. Then, the processor 123 retrieves the media file associated with expected text data and transmits the media file to the data transceiver 121. The data transceiver 121 transmits the media file to the PCD 700 and the second PCD 701.

[0087] In another embodiment of the interactive gaming system 800, according to an embodiment of the present invention, instead of the first game task data including the predefined GPS location data sequence and the media file associated with the predefined GPS location data sequence, the first game task data includes a predefined audio data sequence and a media file associated with the predefined audio data sequence. The processor 123 relays a first game task signal to the data transceiver 121. The first game task signal is transmitted from the data transceiver 121 to the PCD 700, the second PCD 701, the third PCD 702, and the fourth PCD 703.

[0088] The PCD 700 receives the first game task signal from the data transceiver 121 using the cellular transceiver 710. The first game task signal passes to the microcontroller 730 and then the microcontroller 730 relays a first game task instruction signal to the display 790. The display 790 outputs a textual game task instruction to the player. The keyboard 750 receives an input and then passes an input signal to the microcontroller 730. The microcontroller 730 relays a detection signal to the microphone

760. The microphone 760 detects a sound and converts the detected sound into a detected audio data. The detected audio data is then passed to the microcontroller 730. The microcontroller 730 relays the detected audio data to the cellular transceiver 710. The cellular transceiver 710 outputs the detected audio data to the server 120.

[0089] The data transceiver 121 receives the detected audio data and relays the detected audio data to the processor 123. The processor 123 compares the detected audio data to the predefined audio data sequence that was stored in the server memory unit 125. If the detected audio data is equal to the predefined audio data sequence, the processor 123 transmits the media file associated with the predefined audio data sequence to the data transceiver 121. The data transceiver 121 transmits the media file to the PCD 700, the second PCD 701, the third PCD 702, and the fourth PCD 703. If the detected audio data is not equal to the predefined audio data sequence, the processor 123 transmits a failure file to the data transceiver 123. The data transceiver 121 transmits the failure file to the PCD 700, the second PCD 701, the third PCD 702, and the fourth PCD 703.

[0090] In the other embodiments of the interactive gaming system 800, the first game task data includes a predefined GPS location data sequence and a media file associated with an expected receipt signal. The processor 123 relays a first game task signal to the data transceiver 121. The first game task signal is transmitted from the data transceiver 121 to the PCD 700, the second PCD 701, the third PCD 702, and the fourth PCD 703.

[0091] The PCD 700 receives the first game task signal from the data transceiver 121 using the cellular transceiver 710. The first game task signal to the microcontroller 730 and the microcontroller 730 extracts the predefined GPS location data sequence from

the first game task signal. The microcontroller 730 stores the predefined GPS location data sequence in the memory unit 780. Then the microcontroller 730 relays a first game task instruction signal to the display 790. The display 790 outputs a textual game task instruction to the player. The GPS sensor 720 receives a current GPS signal and then relays it to the microcontroller 730. The microcontroller 730 retrieves the predefined GPS location data sequence from the memory unit 780. Then, the microcontroller 730 compares the current GPS signal with the predefined GPS location data sequence. When the two are equal, the microcontroller 730 sends a receipt signal to the cellular transceiver 710. The cellular transceiver 710 transmits the receipt signal to the server 120.

[0092] The data transceiver 121 receives the receipt signal and relays it to the processor 123. The processor 123 retrieves the media file associated with the expected receipt signal. Then, the processor 123 transmits the media file associated with the expected receipt signal to the data transceiver 121. The data transceiver 121 transmits the media file to the PCD 700, the second PCD 701, the third PCD 702, and the fourth PCD 703.

[0093] In the other embodiments of the interactive gaming system 800, the first game task data includes a predefined QR code data sequence and a media file associated with an expected receipt signal. The processor 123 relays a first game task signal to the data transceiver 121. The first game task signal is transmitted from the data transceiver 121 to the PCD 700, the second PCD 701, the third PCD 702, and the fourth PCD 703.

[0094] The PCD 700 receives the first game task signal from the data transceiver 121 using the cellular transceiver 710. The first game task signal passes to the microcontroller 730 and the microcontroller 730 extracts the predefined QR code data

sequence from the first game task signal. The microcontroller 730 stores the predefined QR code data sequence in the memory unit 780. Then, the microcontroller 730 relays a first game task instruction signal to the display 790. The display 790 outputs a textual game task instruction to the player. The keyboard 750 receives an input and then relays an input signal to the microcontroller 730. The microcontroller 730 relays a capture signal to the video camera 740. The video camera 740 detects a QR code and converts the detected QR code into a current QR code data. The current QR code data is then relayed to the microcontroller 730. The microcontroller 730 retrieves the predefined QR code data sequence from the memory unit 780. Then, the microcontroller 730 compares the current QR code data with the predefined QR code data sequence. When the two are equal, the microcontroller 730 sends a receipt signal to the cellular transceiver 710. The cellular transceiver 710 transmits the receipt signal to the server 120.

[0095] The data transceiver 121 receives the receipt signal and relays it to the processor 123. The processor 123 retrieves the media file associated with the expected receipt signal. Then, the processor 123 transmits the media file associated with the expected receipt signal to the data transceiver 121. The data transceiver 121 transmits the media file to the PCD 700, the second PCD 701, the third PCD 702, and the fourth PCD 703.

[0096] In other embodiments of the interactive gaming system 800, the first game task signal passes to the microcontroller 730. The microcontroller 730 relays a first game task video signal to the display 790 and a first game task audio signal to the speaker 770. The display 790 outputs a video game task instruction and the speaker 770 outputs an audio game task instruction synced to the video game task instruction.

[0097] In other embodiments of the interactive gaming system 800, the first game task signal passes to the microcontroller 730. The microcontroller 730 relays a first game task audio signal to the speaker 770. The speaker 770 outputs an audio game task instruction.

[0098] In other embodiments of the interactive gaming system 800, the PCD 700, the second PCD 701, the third PCD 702, and the fourth PCD 703 are tablet devices.

[0099] In other embodiments of the interactive gaming system 800, the designer interface 140 is a designer webpage dataset, which is accessible using a computing device connected to the Internet.

[00100] In other embodiments of the interactive gaming system 800, server 120 and game database 130 are contained in a single hardware unit.

[00101] Figure 9 illustrates an interactive gaming system 900 in gameplay mode according to an embodiment of the present invention. The interactive gaming system 900 is the interactive gaming system 800 including a display device 1000. The display device 1000, as illustrated in Figure 10, includes a display device cellular transceiver 1010, a display device microcontroller 1020, a USB port 1030, a blue LED bank 1040, a red LED bank 1050, a white LED bank 1060, and a display device rechargeable battery 1070. In the present embodiment, the LED banks include several LEDs.

[00102] In the interactive gaming system 900, the display device 1000 is in wireless communication with the server 120 using the display device cellular transceiver 1010 and the data transceiver 121. In the display device 1000, the display device cellular transceiver 1010 is electrically connected to the display device microcontroller 1020.

The microcontroller 1020 is electrically connected to the blue LED bank 1040, the red LED bank 1050 and the white LED bank 1060. The USB port 1030 is electrically connected to the microcontroller 1020. The USB port 1030 is electrically connected to the display device rechargeable battery 1070. The display device rechargeable battery 1070 is electrically connected to the display device cellular transceiver 1010, the display device microcontroller 1020, the blue LED bank 1040, the red LED bank 1050, and the white LED bank 1060.

[00103] In operation, the interactive gaming system 900 progresses in gameplay mode in a series of steps. After the server 120 receives a game initiation signal from the designer interface 140, the processor 123 accesses the game template stored in the server memory unit 125, which was transmitted from the game database 130 to the server 120. Next, the processor 123 retrieves a first game task data from the game template. In the present embodiment, the first game task data includes a predefined GPS location data sequence and a trigger file associated with the predefined GPS location data sequence. The processor 123 relays a first game task signal to the data transceiver 121. The first game task signal is transmitted from the data transceiver 121 to the PCD 700, the second PCD 701, the third PCD 702, and the fourth PCD 703.

[00104] The PCD 700 receives the first game task signal from the data transceiver 121 using the cellular transceiver 710. The first game task signal passes to the microcontroller 730 and then the microcontroller 730 relays a first game task instruction signal to the display 790. The display 790 outputs a textual game task instruction to the player. The GPS sensor 720 receives a current GPS signal and then passes it to the microcontroller 730. The microcontroller 730 converts the current GPS signal to a

detected GPS signal location data. The detected GPS signal location data is passed to the cellular transceiver 710 where the detected GPS signal location data is transmitted to the server 120.

[00105] The data transceiver 121 receives the detected GPS signal location data and relays the detected GPS signal location data to the processor 123. The processor 123 compares the detected GPS signal location data to the predefined GPS location data sequence that was stored in the server memory unit 125. When the detected GPS signal location is equal to the predefined GPS location data sequence, the processer 123 transmits the trigger file associated with the predefined GPS location data sequence to the data transceiver 121. The data transceiver 121 transmits the trigger file to the display device 1000. As shown in Fig 10

[00106] The display device cellular transceiver 1010 receives the trigger file and then passes the trigger file to the display device microcontroller 1020. The display device microcontroller 1020 interprets the trigger file and produces a command signal. Then, the command signal is relayed to the display device rechargeable battery 1070. In the current embodiment, the command signal is an illumination signal. The display device rechargeable battery 1070 then passes an electrical power signal to the blue LED bank 1040 and then it is illuminated. It should be understood that the electrical power signal is relayed to either the red LED bank 1040 or the white LED bank 1060 in the same manner. All the while the display device rechargeable battery 1070 provides electrical power to the display device cellular transceiver 1010 and the display device microcontroller 1020. In another embodiment, the command signal is a de-illumination signal. The display device rechargeable battery 1070 receives the de-illumination signal

and then stops passing an electrical power signal to the blue LED bank 1040. Then, the blue LED bank 1040 is de-illuminated. In another embodiment, the command signal is a blink signal. The display device rechargeable battery 1070 receives the blink signal and passes and cuts off an electrical power signal at a specific frequency to the blue LED bank 1040.

[00107] In another embodiment, the display device rechargeable battery 1070 relays the electrical power signal to at least two of the LED banks. The at least two LED banks receive the electrical power signal and are illuminated. In another embodiment, the display device rechargeable battery 1070 stops passing the electrical power signal to at least two LED banks and they are de-illuminated. In another embodiment, the display device rechargeable battery 1070 passes and cuts off the electrical power signal at a specific frequency to at least two LED banks. The at least two LED banks illuminate and de-illuminate at a specific frequency. Other embodiments involve combinations of illumination, de-illumination, and blink signals being transmitted to the LED banks.

[00108] Another embodiment of the display device 1000 also includes a hydraulic actuator and a movable shell. The hydraulic actuator is electrically connected with the display device microcontroller 1020. The movable shell is mechanically connected with the hydraulic actuator. In operation, the display device cellular transceiver 1010 receives the trigger file from the server 120. The trigger file is passed to the display device microcontroller 1020 where it is interpreted. The microcontroller 1020 sends a control signal to the hydraulic actuator. The hydraulic actuator causes the movable shell to expand or contract. In another embodiment, the display device microcontroller 1020 interprets the trigger file. Then, the microcontroller 1020 sends a control signal to the

hydraulic actuator and a command signal to at least one LED bank. The hydraulic actuator causes the movable shell to expand or contract and the at least one LED bank illuminates.

[00109] In another embodiment of the display device 1000 of the interactive gaming system 900, the USB port 1030 receives a USB connecter and receives an electrical signal. Depending on the nature of the electrical signal, the USB port 1030 then either passes electrical power to the rechargeable battery 1070 to recharge the battery or passes data to the microcontroller 1020.

[00110] Figure 11 illustrates a flowchart 1100 of an embodiment of a process of game progression, for example, within the interactive gaming system 900 as illustrated in Figure 9, according to an embodiment of the present invention. First, at step 1110, a completion signal is processed. For example, the processor 123 compares a detected GPS signal location data from the PCD 700 with a predefined GPS location data sequence, which was stored in the server memory unit 125, or the processor 123 receives a receipt signal. Next, at step 1120, a game template is accessed. For example, the server 120 sends an access signal to the game database 130, the game database 130 retrieves a pre-configured game template from the database memory unit 441, and transmits the pre-configured game template to the server 120, or the processor 123 retrieves a game template from the server memory unit 125. The process proceeds to step 1130 where a trigger file associated with the completion signal is retrieved from the accessed game template. For example, the processor 123 retrieves a media file associated with a predefined GPS location data sequence after a detected GPS signal location data from the PCD 200 matches a predefined GPS location data sequence store in the server memory

unit 125. The trigger file is then transmitted to a target device. For example, the data transceiver 121 transmits a media file to the PCD 700. Next, at step 1140, the target device executes the trigger file. For example, the PCD 700 outputs a video file at the display 290. Then, at step 1150, the game template is accessed to determine if there is a game element control associated with the completion signal. If there is no game element control associated with the completion signal, the process proceeds to step 1170. If there is a game element control associated with the completion signal, the process proceeds to step 1160 where a control signal is transmitted to a game element. For example, the server 121 identifies a trigger file associated with a predefined GPS location data sequence, retrieves a trigger file from the server memory unit 125, and transmits the trigger file from the server 121 to the display device 1000. After the control signal is transmitted, the process proceeds to step 1170. At step 1170, the game template is accessed and a determination is made whether there is a remaining game task in the game template. If there is no remaining game task, the process proceeds to step 1199 where the game progression ends, for example, the server 120 transmits a game end signal to the PCDs. If there is a remaining game task, the process proceeds to step 1180. At step 1180, a next game task is retrieved from the game template. For example, the processor 123 retrieves a second game task data from the server memory unit 125. Then, a next game task signal is transmitted to the target device. For example, the server 120 transmits a second game task signal to the PCD 700. Next, at step 1190, the target device performs a task in accordance with the received second game task signal. For example, the PCD 700 detects a QR code. The target device sends a second completion signal and the process returns to step 1110.

[00111] In another embodiment of game progression, for example, within the interactive gaming system 800, according to an embodiment of the present invention, a game template has a predetermined duration. In the present embodiment, the duration is a specified number of days. The game template consists of a list of game task data and a list of point values for each game task. After game initiation, the players receive a list of game tasks and a list of point values for each game task. For example, the data transceiver 121 transmits the list of game task data to the PCD 700, the second PCD 701, the third PCD 702, and the fourth PCD 703, and the players are able to access a list of game task instructions. The game tasks are performed in any order. After a PCD performs a task and transmits a completion signal, the completion signal is processed and the player associated with the PCD receives the point value for the particular game task that was performed. The object of the game is for the players to accumulate points and whoever accumulates the most points over the predetermined duration is deemed the winner.

[00112] Figure 12 illustrates an interactive gaming system 1200 according to an embodiment of the present invention. The interactive gaming system 1200 is the interactive gaming system 900 including a game webserver 1250 and a set of external PCs 1260. The game webserver 1250 includes a webserver processor 1251, a webserver memory unit 1253, and a webserver clock 1255. The game webserver 1250 is in wireless communication with the PCD 700, the second PCD 701, the third PCD 702, and the fourth PCD 703. The game webserver 1250 is in communication with the server 120. The game webserver 1250 is in communication with the designer interface 140. The game webserver 1250 is in communication with the external PCs 1260. In the game

webserver 1250, the webserver processor 1251 is electrically connected to the webserver memory unit 1253 and the webserver clock 1255. In the present embodiment, the game webserver 1250 and the external PCs 1260 are connected to the Internet, and the external PCs 1260 each include a PC display and a PC keyboard.

[00113] In operation, the game webserver 1250 creates, updates, and stores several game webpage datasets in a number of steps. After the server 120 receives a game initiation signal from the designer interface 140, the server 120 transmits a game information signal and a game template to the game webserver 1250. In the present embodiment, the game template includes information that was defined by the designer, for example, as discussed in describing Figures 2-5.

[00114] The webserver processor 1251 receives the game information signal and the game template. The webserver processor 1251 analyzes the game information signal and accordingly creates a number of game webpage datasets. In the present embodiment, the game information signal indicates that the PCD 700, the second PCD 701, the third PCD 702, and the fourth PCD 703 are split into a team 1 PCDs, which includes the PCD 700 and the second PCD 701, and a team 2 PCDs, which includes the third PCD 702 and the fourth PCD 703. Consequently, the webserver processor 1251 creates a game webpage 1 dataset and a game webpage 2 dataset, corresponding to team 1 and team 2, respectively. The game webpage datasets are then transmitted to the webserver memory unit 1253 and each is stored on the webserver memory unit 1253. The following will discuss the progressive update of the game webpage 1 dataset, but it should be understood that the game webpage 2 dataset is progressively updated in the same manner.

[00115] Then, the webserver processor 1251 creates a narration introduction dataset. The narration introduction dataset includes information from the game template and from the game information signal. In the present embodiment, the narration introduction dataset includes a game initiation time and a start location of the game from the game template and a team name and a list of team members from the game information signal. The webserver processor 1251 retrieves the game webpage 1 dataset from the memory unit 1253 and then adds the narration introduction to the game webpage 1 dataset. Next, the webserver processor 1251 transmits the game webpage 1 dataset back to the webserver memory unit 1253. The webserver memory unit 1253 stores the game webpage 1 dataset.

[00116] Concurrently, after the webserver processor 1251 receives the game information signal and the game template, the processor 1251 sends a countdown signal to the webserver clock 1255. After a specified time duration has lapsed, the webserver clock 1255 sends a fetch signal to the webserver processor 1251. In the present embodiment, the fetch signal is sent every 5 minutes. The webserver processor 1251 then transmits the fetch signal to the server 120. The processor 123 relays a GPS fetch signal to the data transceiver 121. The data transceiver 121 transmits the GPS fetch signal to the team 1 PCDs.

[00117] The PCD 700 receives the GPS fetch signal at the cellular transceiver 710. The cellular transceiver 710 relays the GPS fetch signal to the microcontroller 730. The microcontroller 730 obtains a current GPS signal from the GPS sensor 720. The microcontroller 730 sends the current GPS signal to the cellular transceiver 710. The cellular transceiver 710 transmits the current GPS signal to the server 120. The data

transceiver 121 receives the current GPS signal and routes it to the processor 123. The processor 123 relays the current GPS signal to the game webserver 1250. The webserver processor 1251 receives the current GPS signal. The webserver processor 1251 then obtains a current time from the webserver clock 1255. The webserver processor 1251 then creates a game timestamp data entry, which includes a game timestamp text, the current GPS signal, and the current time. The webserver processor 1251 retrieves the game webpage 1 dataset from the webserver memory unit 1253. The webserver processor 1251 adds the game timestamp data entry to the game webpage 1 dataset. The webserver memory unit 1253 then saves the game webpage 1 dataset to webserver memory unit 1253. This process repeats every lapse of the specified time duration until the server 120 transmits a game end signal to the game webserver 1250.

[00118] Additionally, in operation, after the server 120 transmits a first game task signal to the team 1 PCDs, the server 120 relays a first task record dataset to the game webserver 1250. The first game task signal includes a first game task media file. In the present embodiment the first game task media file is a video file. The first task record dataset includes a first game task location, a team name, and the first game task media file. The webserver processor 1250 receives the first task record dataset and compiles a first game task narration dataset. The first game task narration dataset includes a first game task narration text, the first game task location, the team name, and the first game task media file. The webserver processor 1251 retrieves the game webpage 1 dataset from the webserver memory unit 1253. The webserver processor 1251 adds the first game task narration dataset to the game webpage 1 dataset. The webserver processor 1251 then saves the game webpage 1 dataset to webserver memory unit 1253.

[00119] Next, after the server 120 receives a first action completion signal from a team 1 PCD, for example, PCD 700, and the server 120 subsequently transmits a first action media file to the team 1 PCDs, the server 120 relays a first action completion dataset to the game webserver 1250. In the present embodiment, the first action completion signal is a current detected GPS location and the first action media file is a first action video file. The first action completion dataset includes: a first action location; a team name; a first game task summary; a first action summary; and the first action media file. The webserver processor 1250 receives the first action completion dataset and then the webserver clock 1255 transmits a first action time signal to the webserver processor 1251. The webserver processor 1251 then compiles a first action completion narration dataset using the first action completion dataset and the first action time signal. The first action completion narration dataset includes: a first action completion narration text; the first action location; a first action time; the team name; the first game task summary; the first action summary; and the first action media file. The webserver processor 1251 retrieves the game webpage 1 dataset from the webserver memory unit 1253. The webserver processor 1251 adds the first action completion narration dataset to the game webpage 1 dataset. The webserver memory unit 1253 then saves the game webpage 1 dataset to webserver memory unit 1253.

[00120] If the first game task includes more than one game task action, the server 120 receives a second action completion signal from a team 1 PCD, for example, the PCD 700, and the server 120 subsequently transmits a second action media file to the team 1 PCDs, the server 120 relays a second action completion dataset to the game webserver 1250. In the present embodiment, the second action completion signal is a

current detected QR code and the second action media file is a second action video file. The second action completion dataset includes: a second action location; a team name; a second action summary; and the second action media file. The webserver processor 1250 receives the second action completion dataset and then the webserver clock 1255 transmits a second action time signal to the webserver processor 1251. The webserver processor 1251 then compiles a second action completion narration dataset using the second action completion dataset and the second action time signal. The second action completion narration dataset includes: a second action completion narration text; the second action location; a second action time; the team name; the second action summary; and the second action media file. The webserver processor 1251 retrieves the game webpage 1 dataset from the webserver memory unit 1253. The webserver processor 1251 adds the second action completion narration dataset to the game webpage 1 dataset. The webserver memory unit 1253 then saves the game webpage 1 dataset to webserver memory unit 1253.

[00121] This process repeats whenever the server 120 receives an action completion signal from the team 1 PCDs, until the server 120 transmits a second game task signal to the team 1 PCDs, at which point the webserver 1250 progressively updates the game webpage 1 dataset as described above until the server 120 transmits a game end signal to the game webserver 1250.

[00122] Furthermore, in operation, the designer interface 140 transmits a webpage 1 access dataset to the game webserver 1250. The webpage 1 access dataset includes a list of devices that are permitted to access the game webpage 1 dataset. In the present embodiment, the choices of devices that are permitted to access the game webpage 1

dataset include: the team 1 PCDs, the team 2 PCDs, an invited external PC, and any device connected to the game webserver 1250. The webserver processor 1251 receives the webpage 1 access dataset and stores it in the webserver memory unit 1253. The designer interface 140 also transmits a webpage 1 upload dataset to the game webserver 1250. The webpage 1 upload dataset includes a list of devices that are permitted to upload a media file to the game webserver 1250 to be added to the game webpage 1 dataset. In the present embodiment, the media file is either a video file, an image file, or a text file, and the list of devices that are permitted to upload include: the team 1 PCDs; the team 2 PCDs; an invited external PC; and any device connected to the game webserver 1250. The webserver processor 1251 receives the webpage 1 upload dataset and subsequently stores it in the webserver memory unit 1253. Similarly, the designer interface 140 transmits a webpage 2 access dataset and a webpage 2 upload dataset to the game webserver 1250, which are then stored in the webserver memory unit 1253.

[00123] Further, in operation, the PCD 700 transmits a webpage 1 access request signal to the game webserver 1250. The webpage 1 access request signal includes a device identifier. The game webserver 1251 receives the webpage 1 access request signal and retrieves the webpage 1 access dataset from the webserver memory unit 1253. The webserver processor 1251 searches the webpage 1 access dataset for the device identifier. If the webpage 1 access dataset includes the device identifier, the webserver processor 1251 retrieves the game webpage 1 dataset from the webserver memory unit 1253. The game webserver 1250 then transmits the game webpage 1 dataset to the PCD 700. The PCD 700 outputs the game webpage 1 dataset. If the webpage 1 access dataset does not include the PCD 700, the game webserver 1250 subsequently transmits a denial signal to

the PCD 700. The PCD 700 outputs to the player that the PCD 700 cannot access the game webpage 1 dataset.

[00124] Additionally, the PCD 700 transmits a desired media file and a device identifier to the game webserver 1250. The game webserver 1250 receives the desired media file and the device identifier from the PCD 700. The webserver processor 1251 retrieves the webpage 1 upload dataset and searches it for the device identifier. If the webpage 1 upload dataset includes the device identifier, the webserver processor 1251 adds the media file to the game webpage 1 dataset and the game webpage 1 dataset is saved to the webserver memory unit 1253. If the webpage 1 access dataset does not include the device identifier, the game webserver 1250 rejects the desired media file. The game webserver 1250 subsequently transmits a denial signal to the PCD 700. The PCD 700 outputs to the player that the PCD 700 cannot upload to the game webpage 1 dataset. The PCD 700 similarly attempts to access the game webpage 2 dataset and to upload a media file to the game webserver 1250 to be added to the game webpage 2 dataset.

[00125] Furthermore, in operation, one of the external PCs 1260 receives a desired game webpage input from a user at one of the PC keyboards. The external PC routes a desired game webpage signal to the game webserver 1250. The desired game webpage signal includes a PC identifier and a game webpage 1 access request signal. The webserver processor 1251 receives the desired game webpage signal. The webserver processor 1251 retrieves the webpage 1 access dataset from the webserver memory unit 1253. The webserver processor 1251 searches the webpage 1 access dataset for the PC identifier. If the webpage 1 access dataset includes the PC identifier, the webserver processor 1251 retrieves the game webpage 1 dataset from the webserver memory unit

1253. The game webserver 1250 then transmits the game webpage 1 dataset to the external PC. The external PC outputs the game webpage 1 dataset to the PC display. If the webpage 1 access dataset does not include the PC identifier, the game webserver 1250 subsequently transmits a denial signal to the external PC. The external PC outputs to the PC display that the external PC cannot access the game webpage 1 dataset.

[00126] Additionally, the external PC receives a desired upload input from the user at the PC keyboard. The external PC transmits a desired media file to the game webserver 1250. The game webserver 1250 receives the desired media file and the PC identifier from the external PC. The webserver processor 1251 retrieves the webpage 1 upload dataset and searches it for the PC identifier. If the webpage 1 upload dataset includes the PC identifier, the webserver processor 1251 adds the media file to the game webpage 1 dataset, and the game webpage 1 dataset is saved to the webserver memory unit 1253. If the webpage 1 access dataset does not include the PC identifier, the game webserver 1250 rejects the desired media file. The game webserver 1250 subsequently transmits a denial signal to the external PC. The external PC outputs to the PC display that the external PC cannot upload to the game webpage 1 dataset.

[00127] In another embodiment of the interactive gaming system 1200, the game information signal also includes a list of Facebook accounts. After the game webserver 1250 receives the game information signal, the webserver processor 1251 extracts the list of Facebook accounts. The game webserver 1250 then sends a set of Facebook account access signals to the Facebook webserver. The game webserver is then provided access to upload updates or comments to the Facebook accounts that were on the list of Facebook accounts. The webserver processor 1251 then saves a list of accessed

Facebook accounts to the webserver memory unit 1253. After the webserver processor 1251 adds a dataset to a game webpage dataset, the webserver processor 1251 retrieves the list of accessed Facebook accounts form the webserver memory unit 1253. The game webserver 1250 then transmits an update signal to the Facebook accounts on the list of accessed Facebook accounts. In the present embodiment, the update signal includes a textual information dataset taken from the game webpage dataset. The update signal appears on a player's Facebook account and also includes a hyperlink that routes a viewer to view the game webpage dataset.

[00128] In other embodiments, the game webserver 1250 maintains a player statistics webpage dataset. After a particular PCD transmits a player information signal to the server 120, the server routes the player information signal to the game webserver 1250. The webserver processor 1251 then creates a player award dataset associated with the particular PCD. The webserver processor 1251 adds the player award dataset to the player statistics webpage dataset in the webserver memory unit 1253. After the particular PCD transmits a completion signal to the server 120 and the server 120 subsequently transmits a media file to the particular PCD, the server 120 transmits an award signal to the webserver 1250. The webserver processor 1251 then retrieves the player award dataset from the webserver memory unit 1253. The webserver processor 1251 then adds an award dataset to the player award dataset. The award dataset includes a badge icon, a badge textual description, and a hyperlink to a game webpage the particular PCD is associated with. When a viewer accesses the player statistics webpage dataset, the viewer can view the player award dataset consisting of the award dataset, and the viewer can view other player award datasets. In another embodiment, the award dataset includes

a badge icon and a badge textual description or a hyperlink to a game webpage the particular PCD is associated with.

[00129] Figure 13 illustrates a flowchart 1300 of an embodiment of a process to update a game webpage dataset according to an embodiment of the present invention. First, at step 1310, the game webserver 1250 receives a task dataset from the server 120. The task dataset includes a task summary, a task location, a team name, and a task media file. In the present embodiment, the task location is either a GPS location or an address, and the task media file is a video file, for example, the same video file that was transmitted from the server 120 to the PCD 700, the second PCD 701, the third PCD 702, and the fourth PCD 703 in response to the PCD 700 transmitting a detected QR code data to the server 120. In another embodiment, the task media file is an audio file or a text file. Next, at step 1320, the game webserver 1250 compiles a task narration dataset. The task narration dataset includes the task summary, a task narration text, the task location, the team name, and the task media file. Then at step 1330, the game webserver 1250 adds the task narration dataset to the game webpage dataset.

[00130] The process then proceeds to step 1340, where the game webserver 1250 receives an action completion dataset from the server 120. The action completion dataset includes an action summary, an action location, the team name, and an action media file. In the present embodiment, the action location is either a GPS location or an address, and the action media file is a video file, for example, the same video file that was transmitted from the server 120 to the PCD 700, the second PCD 701, the third PCD 702, and the fourth PCD 703 in response to the PCD 700 transmitting a detected GPS signal location data to the server 120. In another embodiment, the action media file is an audio file or a

text file. Next, at step 1350, the game webserver 1250 compiles an action completion narration dataset. The action completion narration dataset includes the action summary, an action narration text, the action location, the team name, and the action media file. Then at step 1360, the game webserver 1250 adds the action completion narration dataset to the game webpage dataset.

[00131] The process proceeds to step 1370, where a determination is made as to whether or not there is a remaining task action within the first task to be completed. If there is a remaining task action, the process progresses back to step 1340. If there is no remaining task action, the process proceeds to step 1380. At step 1380, there a determination is made as to whether or not there is a remaining game task. If there is a remaining game task, the process progresses back to step 1310. If there is no remaining game task, the process proceeds to step 1390, where a final game webpage dataset is saved to the webserver memory unit 1253. At this point, no new data is saved to the final game webpage dataset. For example, an external PC could not upload a media file to the final game webpage dataset. In another embodiment, the designer interface 140 permits a final game webpage viewer to add a textual comment to the final webpage dataset.

[00132] In another embodiment, after step 1390, the designer interface 140 transmits a final game webpage access signal to the game webserver 1250. The final game webpage access signal includes a list of device identifiers that may access the final game webpage dataset. The list of device identifiers that may access the final game webpage dataset is saved in the webserver memory unit 1253.

[00133] Figure 14 illustrates an embodiment of a game webpage dataset 1400 displayed to an external PC from the game webserver 1250 according to the present

invention. The external PC includes a PC display and a PC keyboard. The game webpage dataset includes a title 1401, a narration introduction dataset 1420, a task narration dataset 1430, a game timestamp data entry 1440, and an action completion dataset 1450. The title 1401 includes a title text and a team name 1410. The narration introduction dataset 1420 includes a narration text, the team name 1410, a list of team members 1421, a game start location 1423, a game initiation time 1425, and a map 1427, which pictorially depicts the game start location. In the present embodiment, the map is from Google Maps. The task narration dataset 1430 includes a task narration text, the game start location 1423, the team name 1410, a task media file 1431, and a task location 1433. In the present embodiment, the task media file 1431 is a task video file. The game timestamp 1440 includes a time stamp text, the team name 1410, a timestamp time 1441, and a GPS location at timestamp time 1443. The action completion dataset 1450 includes an action text, the team name 1410, an action location 1451, an action time 1453, an action summary 1455, and an action media file 1457. In the present embodiment, the action media file 1457 is an action video file.

[00134] The external PC is in communication with the game webserver 1250. In operation, the PC keyboard receives an input and then transmits an input signal to the external PC. The external PC interprets the input signal and then sends a webpage retrieval signal to the game webserver 1250. The webserver 1250 receives the webpage retrieval signal and then retrieves the game webpage dataset 1400 from the webserver memory unit 1253. The webserver 1250 then relays the game webpage dataset 1400 to the external PC. The external PC receives the game webpage dataset 1400 and then outputs it to the external PC display.

[00135] In other embodiments the task media file 1431 is a task text file or a task audio file.

[00136] In other embodiments the action media file 1431 is an action text file or an action audio file.

[00137] While there are many interactive gaming systems on the market today, many are autonomous systems that require a user to purchase an expensive gaming system to reap its enjoyment. The present interactive gaming system does not require that the user purchase a whole gaming system.

[00138] Additionally, many interactive gaming systems require a new user to learn and adapt to a new game controller. This takes time and can be frustrating to new users. The present interactive gaming system is preferable because it utilizes an already owned and familiar portable computing device, for example a smartphone or a tablet device.

[00139] Furthermore, many interactive gaming systems require a user to play the game indoors or at a fixed location. The present interactive gaming system is preferable because it is played both indoors and outdoors and is not confined to a single, fixed location. The present interactive gaming system includes the enjoyment of current interactive gaming systems, but also includes the opportunity to get exercise and be out in the fresh air.

[00140] While other interactive systems seek to include interactive gaming system technology in everyday activities, they fail to bring a user the same excitement as interactive gaming systems. Current interactive systems may utilize a familiar user device, for example a cell phone, but they fail to do more than detect and extract data

from a QR code or a barcode. The present interactive gaming system is preferable because it does not simply decode data from a QR code. Instead, in one embodiment, the user receives an exciting media file in response to detecting a QR code. In another embodiment, the user's Facebook updates in response to a QR code being scanned. Such enjoyment is desirable in the current social media age.

[00141] While particular elements, embodiments, and applications of the present invention have been shown and described, it is understood that the invention is not limited thereto because modifications may be made by those skilled in the art, particularly in light of the foregoing teaching. It is therefore contemplated by the appended claims to cover such modifications and incorporate those features which come within the spirit and scope of the invention.

CLAIMS

1. A media file delivery system, said system including:

a portable computing device including:

a camera; and

a cellular transceiver; and

a server including:

a data transceiver; and

a server memory unit storing at least one predefined QR code data sequence, wherein said at least one predefined QR code data sequence is associated with an associated media file,

wherein said cellular transceiver is in wireless communication with said data transceiver,

wherein said portable computing device uses said camera to detect a QR code, converts said QR code to a detected QR code data, and wirelessly transmits said detected QR code data to said server using said cellular transceiver,

wherein said server receives said detected QR code data using said data transceiver and compares said detected QR code data to said predefined QR code data sequence stored at said server memory unit,

when said detected QR code data matches said predefined QR code data sequence, said server transmits said associated media file from said server memory unit to said portable computing device using said data transceiver and said cellular transceiver.

2. The media file delivery system of claim 1 wherein said portable computing device is one of a smartphone and a tablet device.

3. The media file delivery system of claim 1 wherein said associated media file is a video file.

4. The media file delivery system of claim 1 wherein said associated media file is an audio file.

5. The media file delivery system of claim 1 wherein said associated media file is a text file.

6. The media file delivery system of claim 1, further including a second portable computing device including a second cellular transceiver,

wherein said second cellular transceiver is in wireless communication with said data transceiver,

when said detected QR code data matches said predefined QR code data sequence, said server transmits said associated media file from said server memory unit to said second portable computing device using said data transceiver and said second cellular transceiver.

7. A media file delivery system, said system including:

a portable computing device including:

a GPS sensor; and

a cellular transceiver; and

a server including:

a data transceiver; and

a server memory unit storing at least one predefined GPS location data sequence, wherein said at least one predefined GPS location data sequence is associated with an associated media file,

wherein said cellular transceiver is in wireless communication with said data transceiver,

wherein said portable computing device uses said GPS sensor to detect a GPS signal, converts said GPS signal to a detected GPS location data, and wirelessly transmits said detected GPS location data to said server using said cellular transceiver,

wherein said server receives said detected GPS location data using said data transceiver and compares said detected GPS location data to said predefined GPS location data sequence stored at said server memory unit,

when said detected GPS location data matches said predefined GPS location data sequence, said server transmits said associated media file from said server memory unit to said portable computing device using said data transceiver and said cellular transceiver.

8. The media file delivery system of claim 7 wherein said portable computing device is one of a smartphone and a tablet device.

9. The media file delivery system of claim 7 wherein said associated media file is a video file.

10. The media file delivery system of claim 7 wherein said associated media file is an audio file.

11. The media file delivery system of claim 7 wherein said associated media file is a text file.

12. The media file delivery system of claim 7, further including a second portable computing device including a second cellular transceiver,

wherein said second cellular transceiver is in wireless communication with said data transceiver,

when said detected GPS location data matches said predefined GPS location data sequence, said server transmits said associated media file from said server memory unit to said second portable computing device using said data transceiver and said second cellular transceiver.

13. A remote display system, said system including:

a portable computing device including:

a GPS sensor; and

a cellular transceiver;

a display device including:

a second cellular transceiver;

at least one LED; and

a server including:

a data transceiver; and

a server memory unit storing at least one predefined GPS location data sequence, wherein said at least one predefined GPS location data sequence is associated with an associated trigger file,

wherein said cellular transceiver and said second cellular transceiver are in wireless communication with said data transceiver,

wherein said portable computing device uses said GPS sensor to detect a GPS signal, converts said GPS signal to a detected GPS location data, and wirelessly transmits said detected GPS location data to said server using said cellular transceiver,

wherein said server receives said detected GPS location data using said data transceiver and compares said detected GPS location data to said predefined GPS location data sequence stored at said server memory unit,

when said detected GPS location data matches said predefined GPS location data sequence, said server transmits said associated trigger file from said server memory unit to said display device using said data transceiver and said second cellular transceiver and in response to said second cellular transceiver receiving said associated trigger file, said at least one LED is illuminated

14. The remote display system of claim 13 wherein said portable computing device is one of a smartphone and a tablet device.

15. The remote display system of claim 13 wherein said display device further includes:

a hydraulic actuator; and

an expandable shell,

when said second cellular transceiver receives said associated trigger file, said hydraulic actuator performs one of expanding said expandable shell and detracting said expandable shell.

16. The media file delivery system of claim 1, further including a game webserver, including a webserver memory unit storing at least one game webpage dataset,

wherein said game webserver is in communication with said server,

wherein said game webserver is connected to the Internet,

when said detected QR code data matches said predefined QR code data sequence, said server transmits said associated media file from said server memory unit to said game webserver, and

said game webserver retrieves said at least one webpage dataset from said webserver memory unit, adds said associated media file to said at least one webpage dataset, and stores said at least one webpage dataset at said webserver memory unit.

17. The media file delivery system of claim 16, further including an external PC, including a PC display and a PC keyboard,

wherein said external PC is connected to the Internet,

when said external PC receives a desired game webpage access input at said PC keyboard, said external PC transmits a desired game webpage access signal to said game webserver through the Internet, said game webserver retrieves said at least one game webpage dataset and transmits said at least one game webpage dataset to said external PC, and said external PC display outputs said at least one game webpage dataset.

18. The media file delivery system of claim 7, further including a game webserver, including a webserver memory unit storing at least one game webpage dataset,

wherein said game webserver is in communication with said server,

wherein said game webserver is connected to the Internet.

when said detected GPS location data matches said predefined GPS location data sequence, said server transmits said associated media file from said server memory unit to said game webserver, and

said game webserver retrieves said at least one webpage dataset from said webserver memory unit, adds said associated media file to said at least one webpage dataset, and stores said at least one webpage dataset at said webserver memory unit.

19. The media file delivery system of claim 18, further including an external PC, including a PC display and a PC keyboard,

wherein said external PC is connected to the Internet,

when said external PC receives a desired game webpage access input at said PC keyboard, said external PC transmits a desired game webpage access signal to said game webserver through the Internet, said game webserver retrieves said at least one game webpage dataset and transmits said at least one game webpage dataset to said external PC, and said external PC display outputs said at least one game webpage dataset.

ABSTRACT

A media file delivery system is provided including a portable computing device (PCD), including a camera and a cellular transceiver, and a server, including a data transceiver and a memory unit. The memory unit stores a predefined QR code data sequence and an associated media file. The cellular transceiver is in wireless communication with the data transceiver. The PCD uses the camera to detect a QR code, converts the QR code to a detected QR code data, and transmits the detected QR code data to the server using the cellular transceiver. The server receives the detected QR code using the data transceiver and compares the detected QR code data to the predefined QR code data sequence. When the detected QR code data matches the predefined QR code data sequence, the server transmits the associated media file to the PCD using the data transceiver and the cellular transceiver.

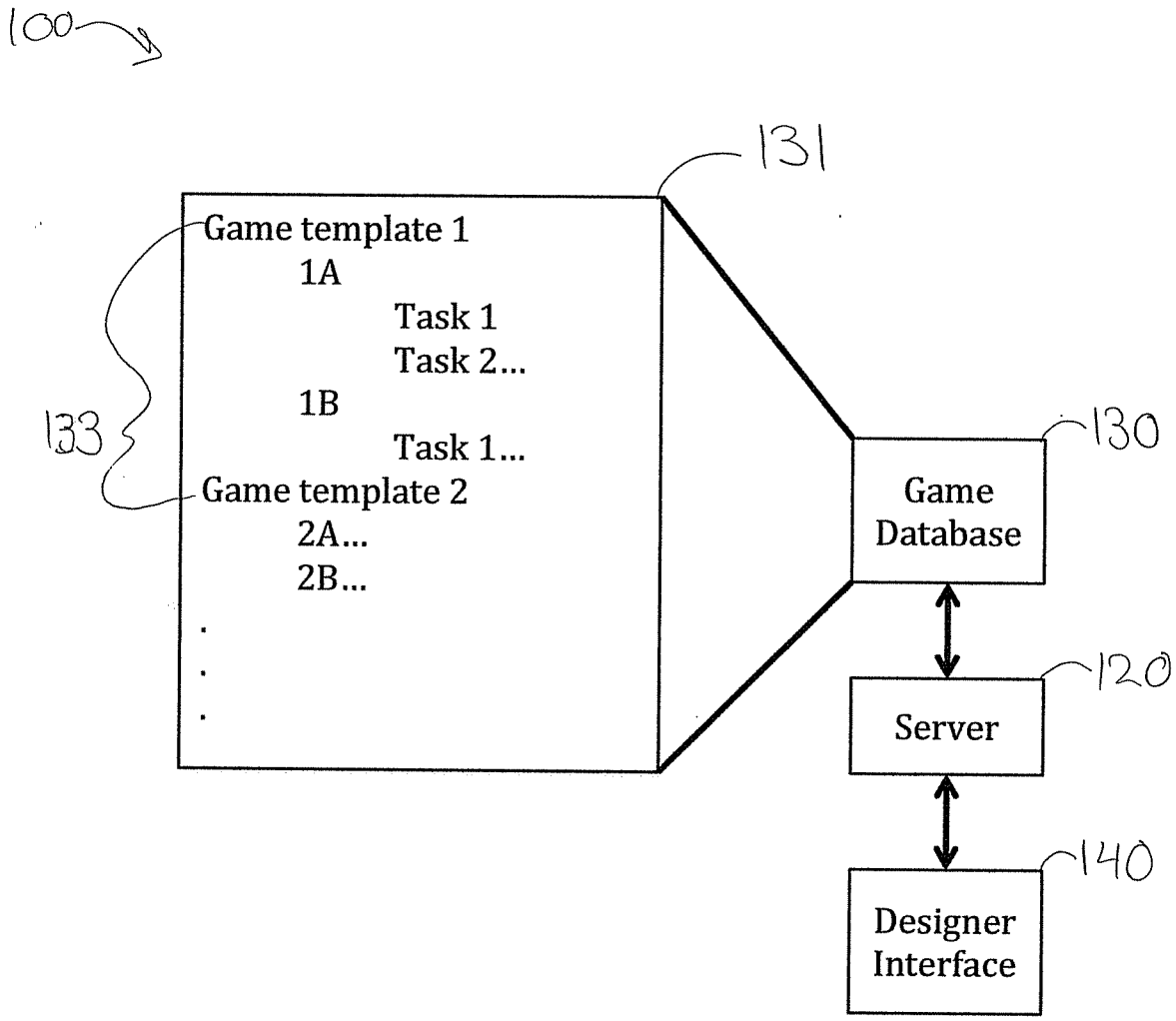
100
131
Game template 1
1A
Task 1
Task 2...
1B
Task 1...
133
Game template 2
2A...
2B...
130
Game Database
120
Server
140
Designer Interface

FIGURE 1

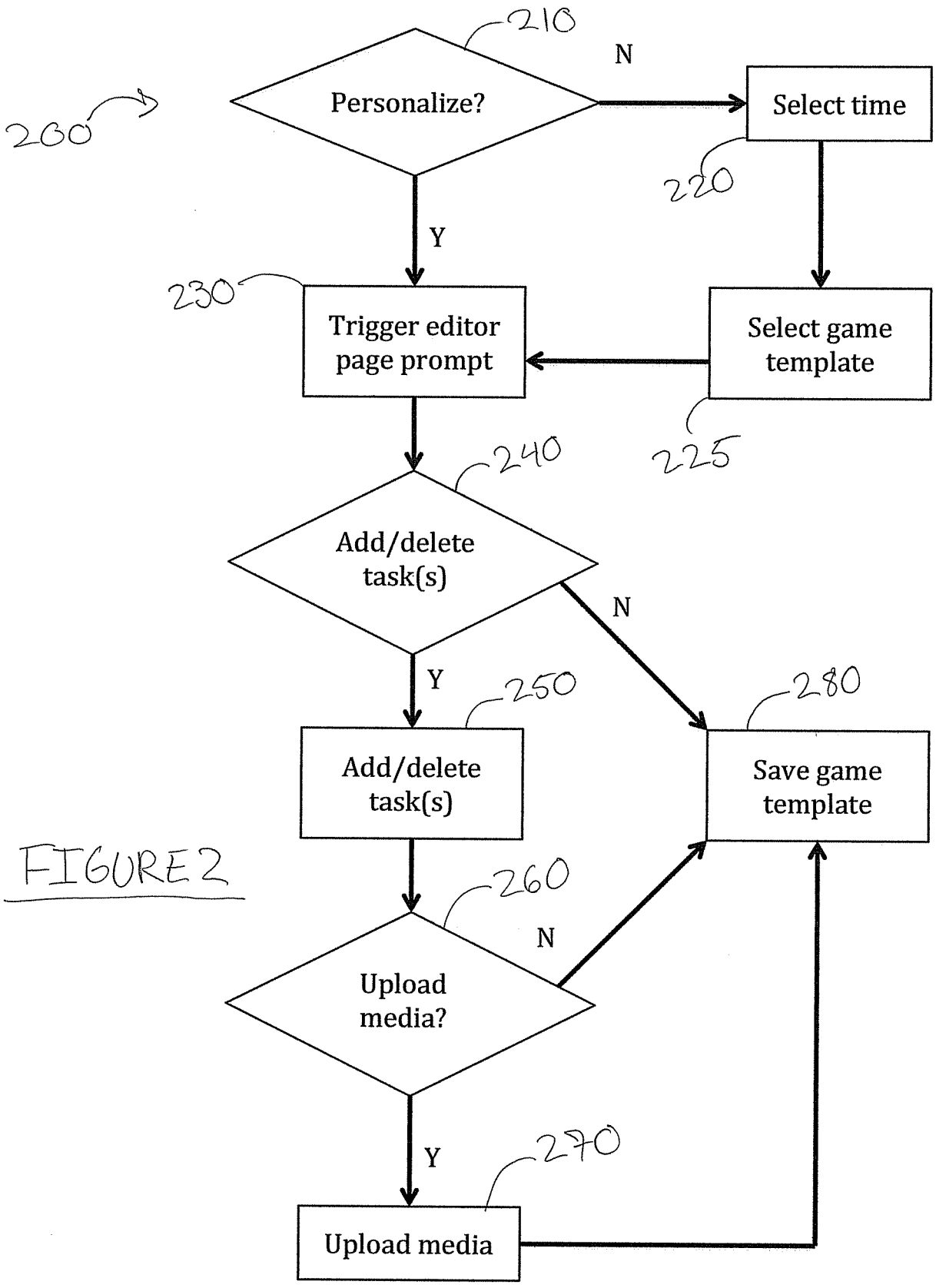
200
210
Personalize?
N
Select time
220
Y
230
Trigger editor page prompt
Select game template
225
240
Add/delete task(s)
N
Y
250
Add/delete task(s)
280
Save game template
260
N
Upload media?
Y
270
Upload media

FIGURE 2

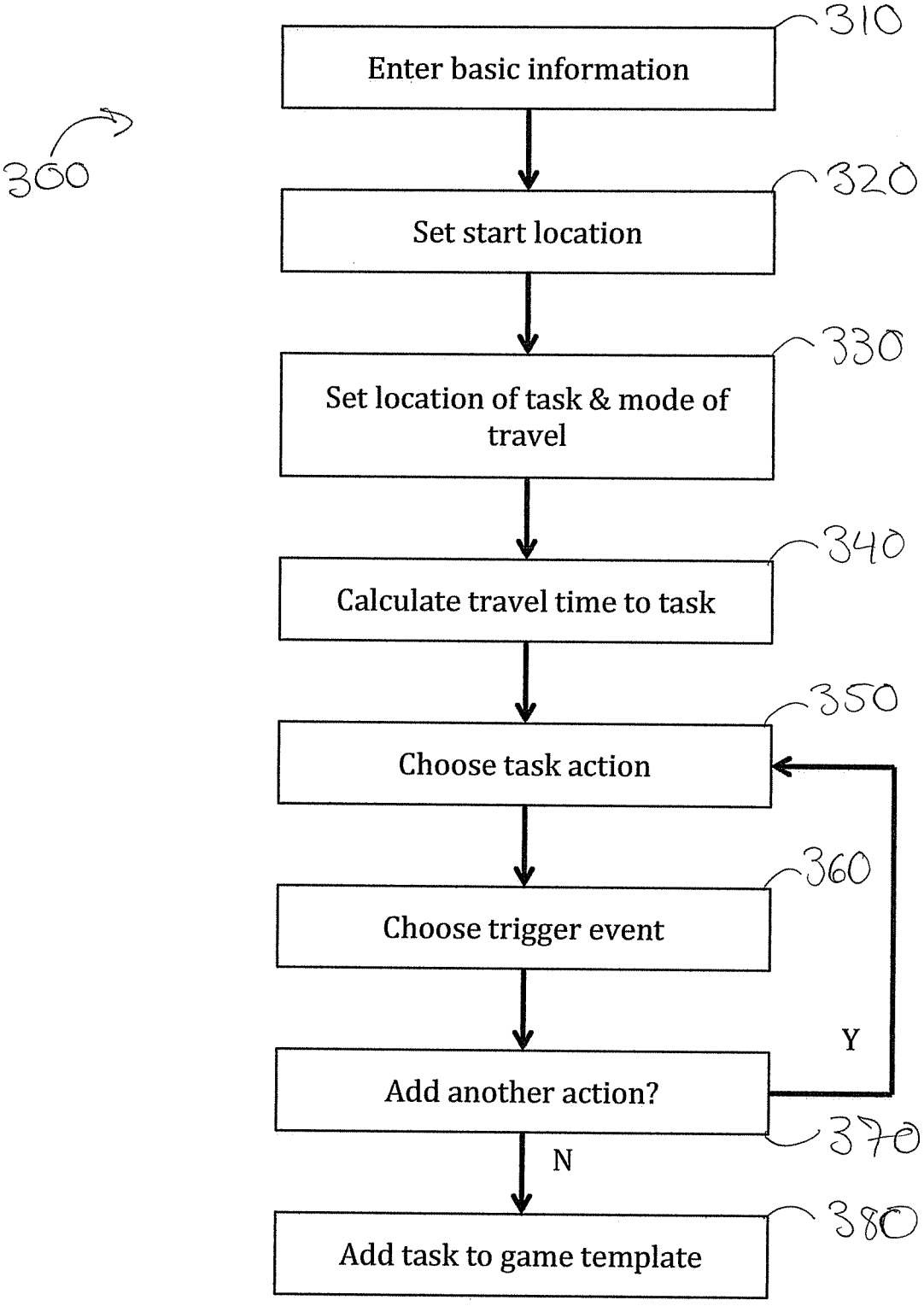
300
Enter basic information
310
Set start location
320
Set location of task & mode of travel
330
Calculate travel time to task
340
Choose task action
350
Choose trigger event
360
Add another action?
Y
N
370
Add task to game template
380

FIGURE 3

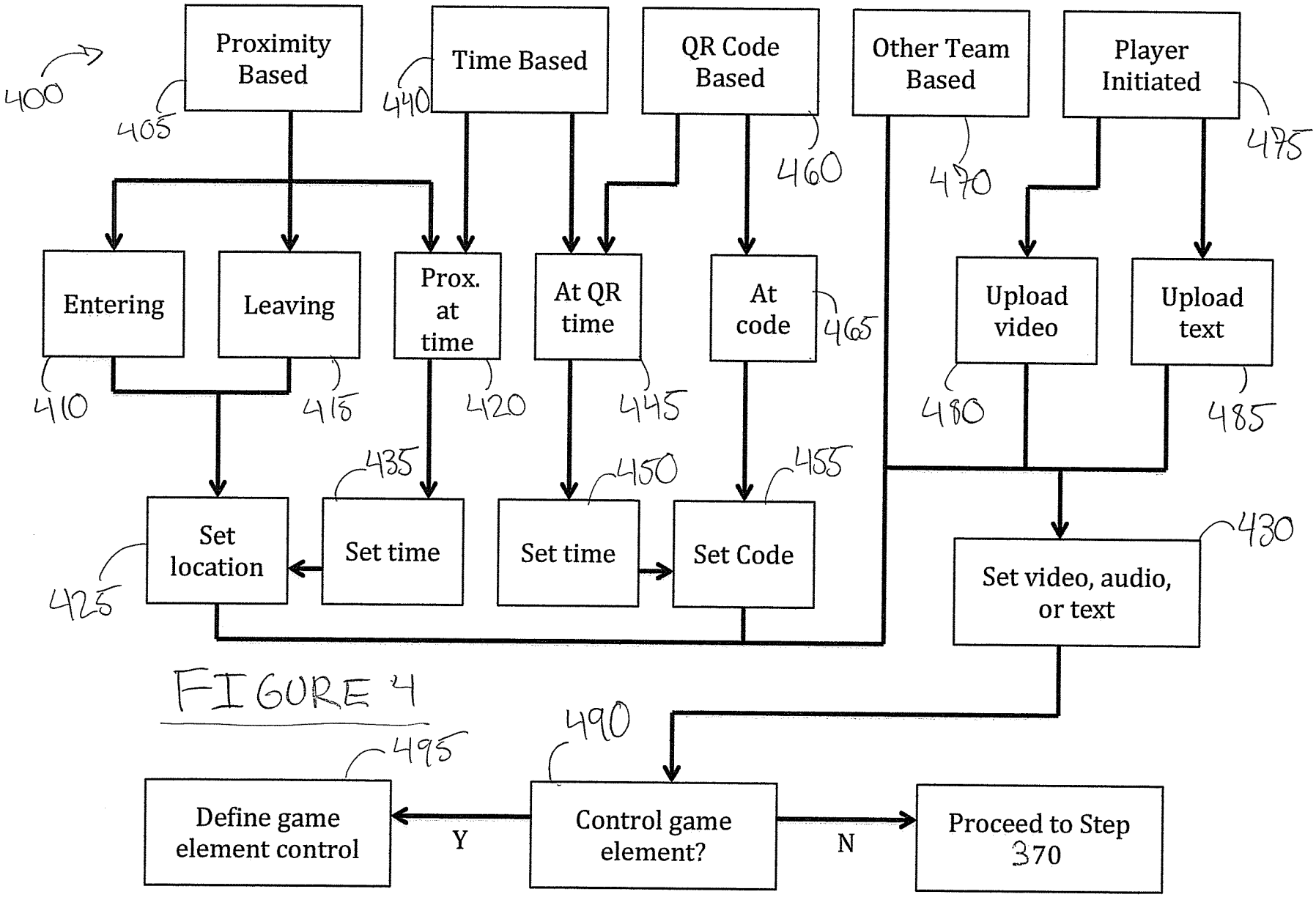
400
Proximity Based
405
Time Based
440
QR Code Based
460
Other Team Based
470
Player Initiated
475
Entering
410
Leaving
415
Prox. at time
420
At QR time
445
At code
465
Upload video
480
Upload text
485
435
450
455
Set location
425
Set time
Set time
Set Code
Set video, audio, or text
430
490
495
Define game element control
Y
Control game element?
N
Proceed to Step 370

FIGURE 4

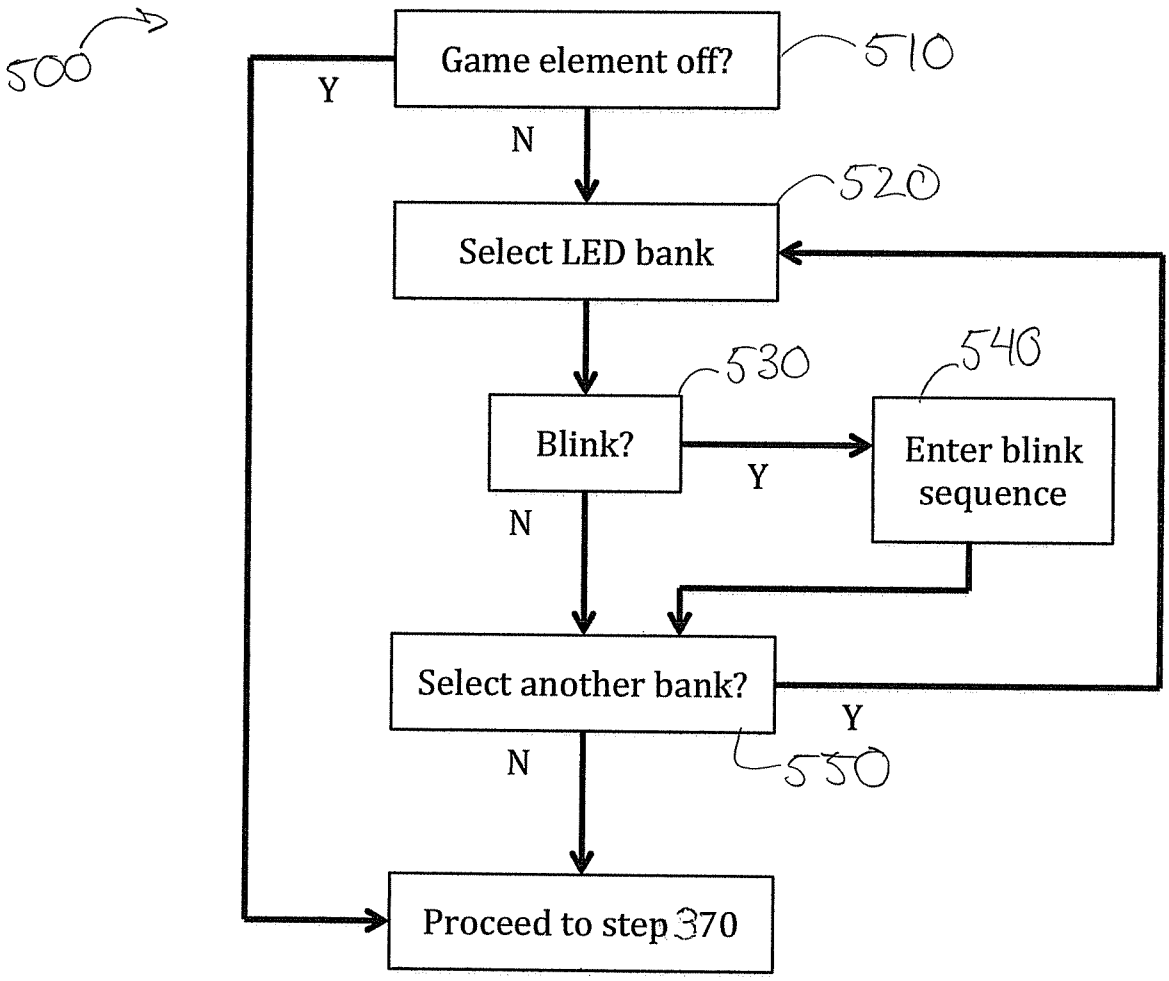
500
Game element off?
510
Y
N
Select LED bank
520
Blink?
530
Y
Enter blink sequence
540
N
Select another bank?
Y
550
N
Proceed to step 370

FIGURE 5

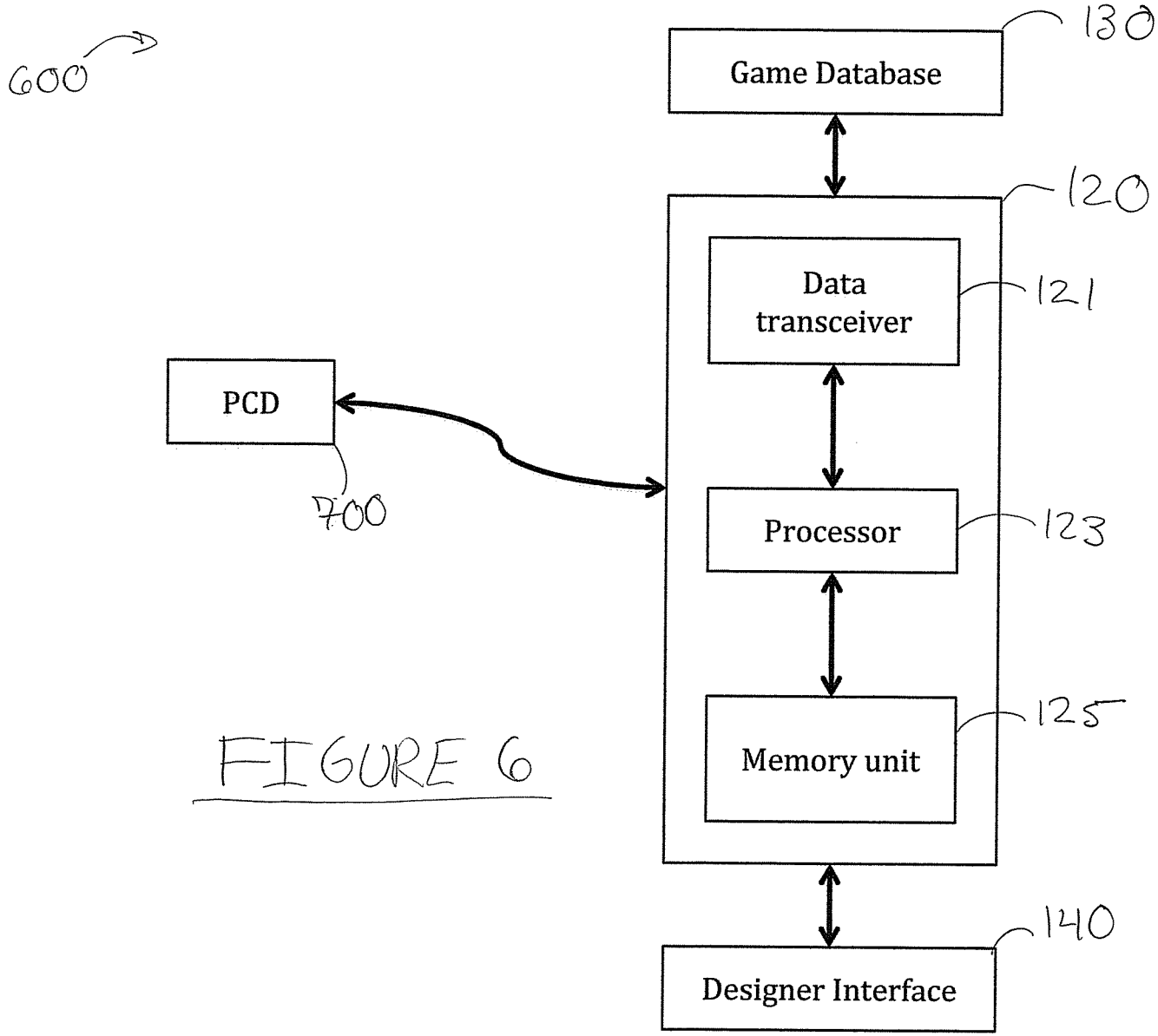
600
Game Database
130
120
Data transceiver
121
PCD
700
Processor
123
Memory unit
125
Designer Interface
140

FIGURE 6

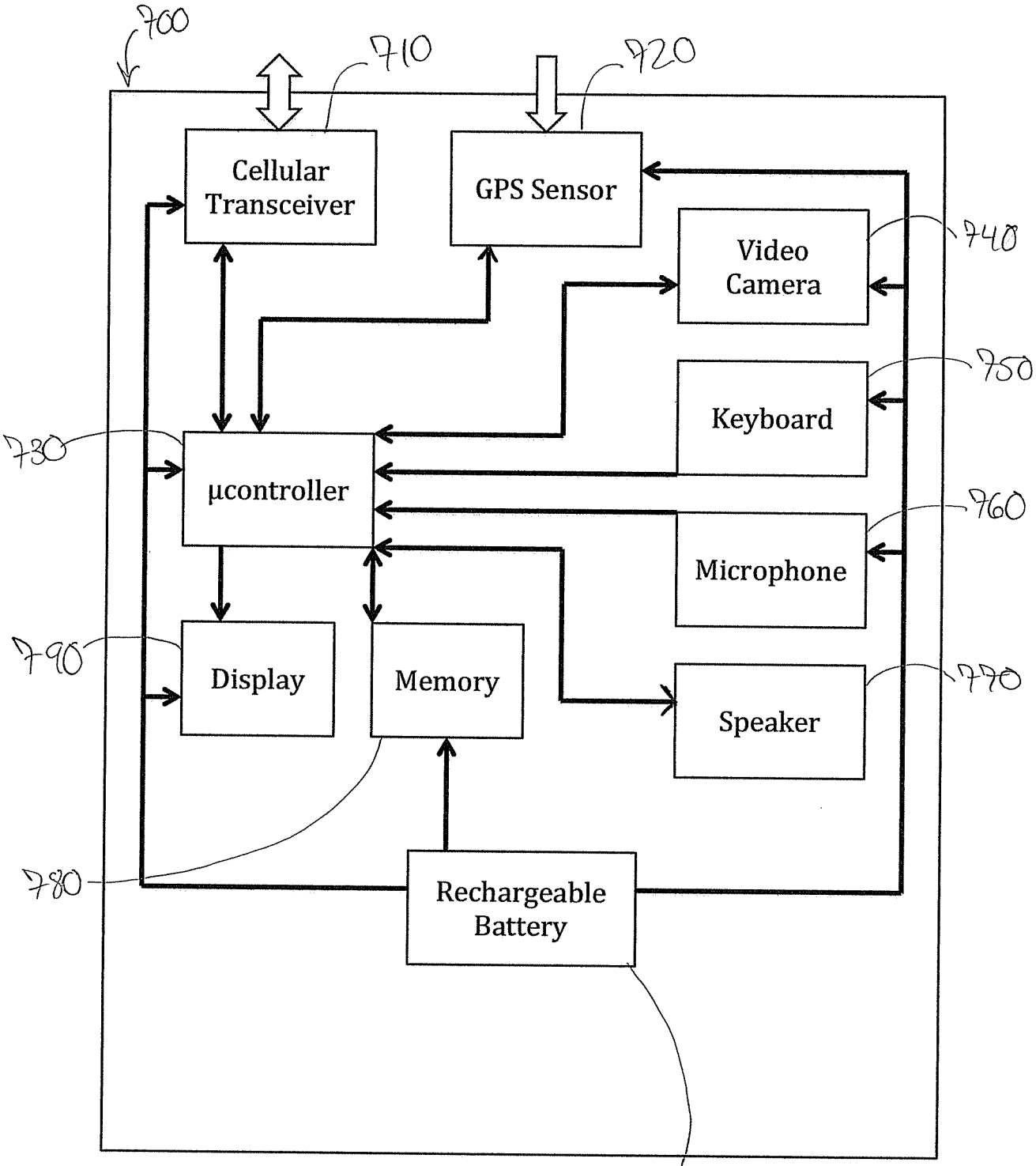
700
710
720
Cellular Transceiver
GPS Sensor
Video Camera
740
Keyboard
750
730
µcontroller
760
Microphone
790
Display
Memory
770
Speaker
780
Rechargeable Battery
705

FIGURE 7

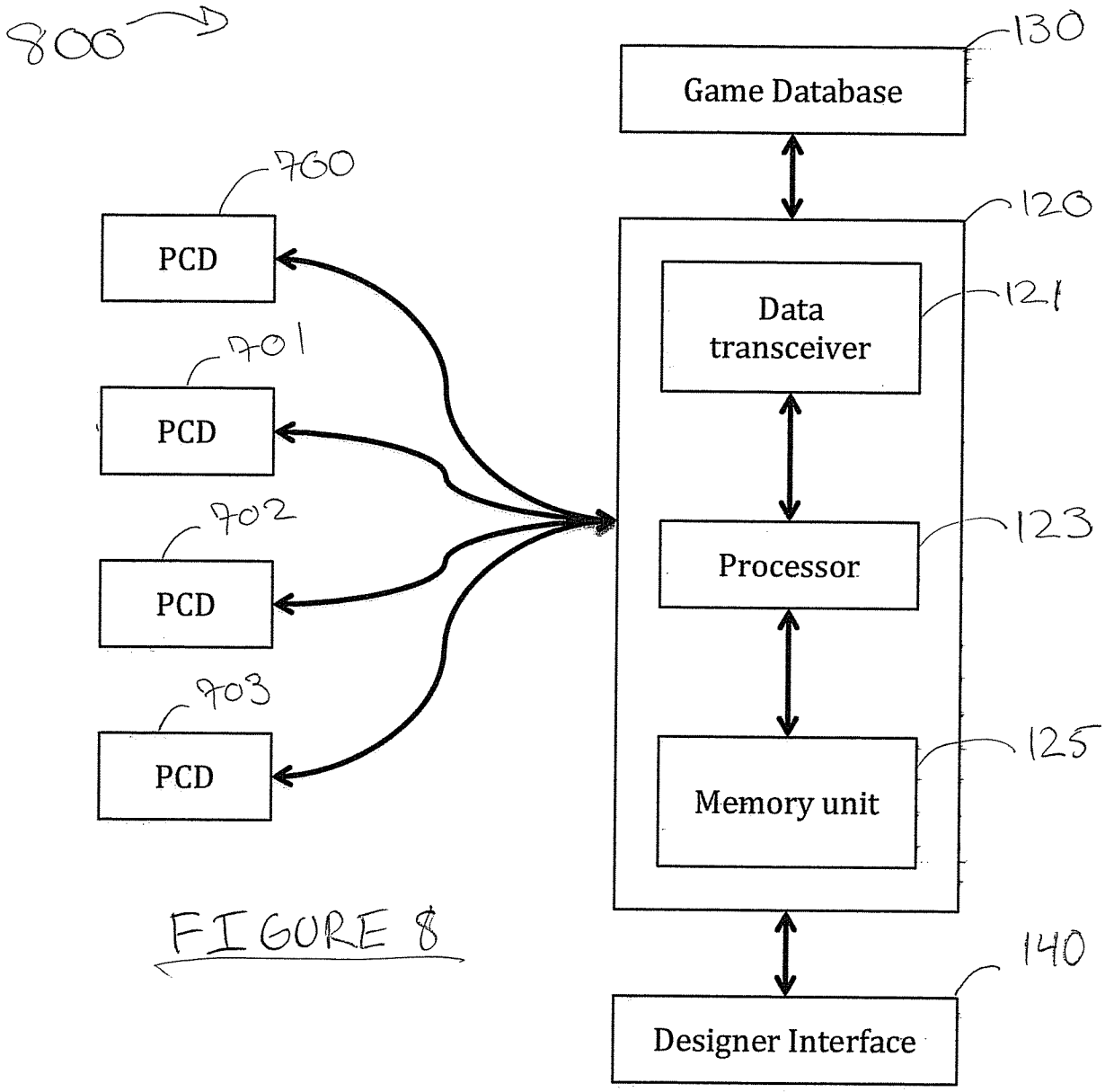
800
Game Database
130
760
PCD
120
701
PCD
Data transceiver
121
702
PCD
Processor
123
703
PCD
Memory unit
125
140
Designer Interface

FIGURE 8

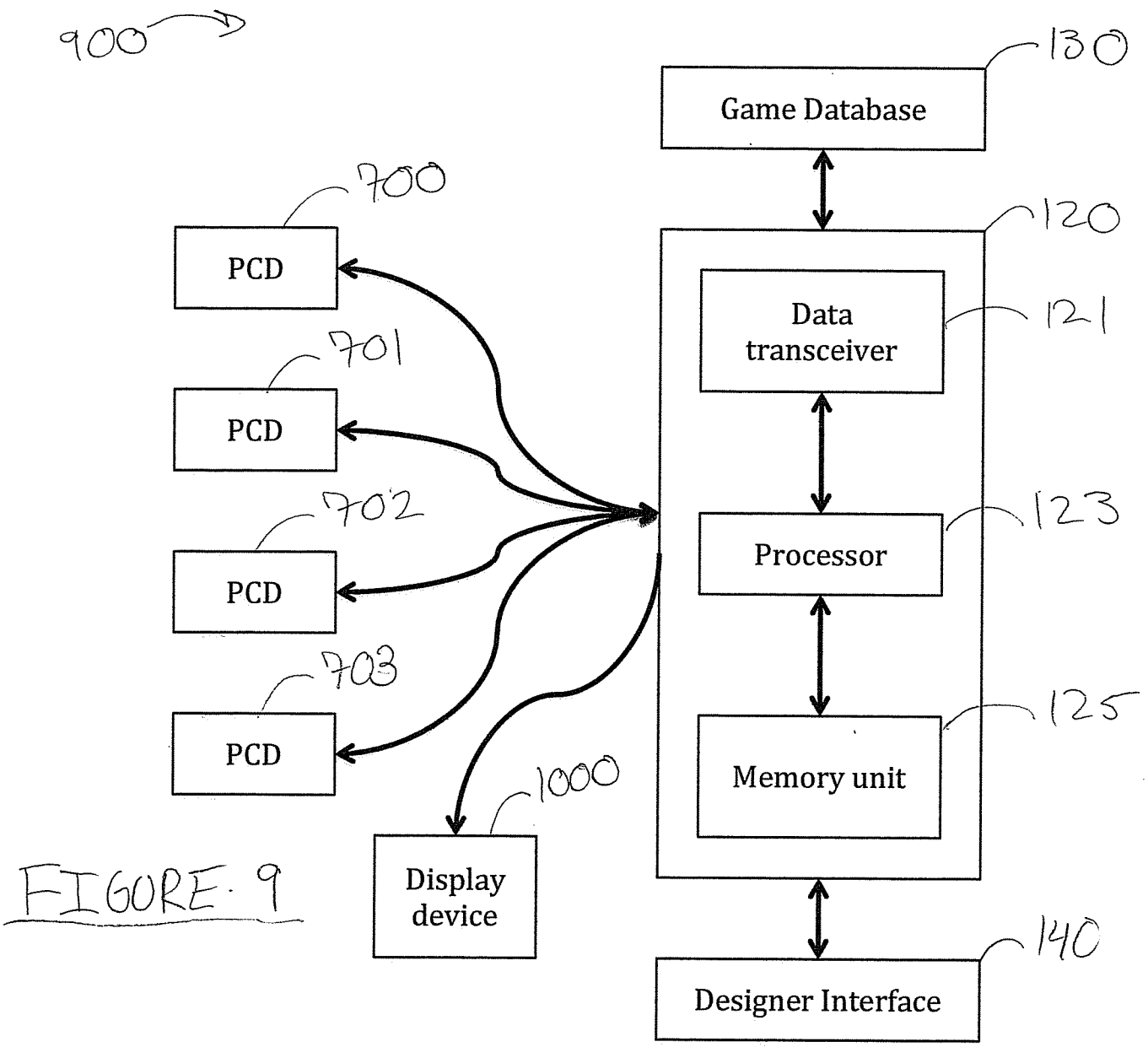
900
130
Game Database
700
PCD
120
701
PCD
Data transceiver
121
702
PCD
123
Processor
703
PCD
125
Memory unit
1000
Display device
140
Designer Interface

FIGURE. 9

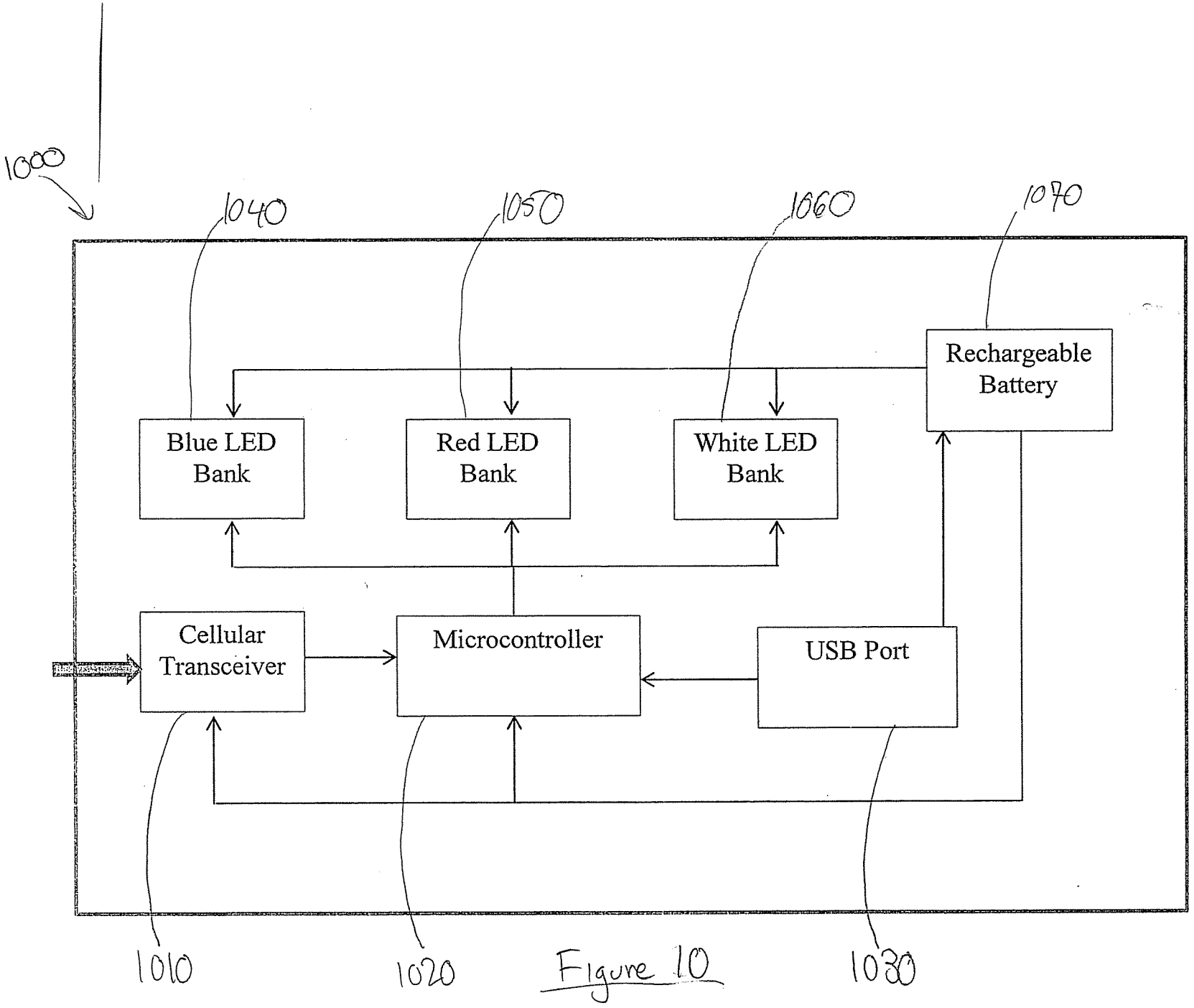
1000
1040
1050
1060
1070
Rechargeable Battery
Blue LED Bank
Red LED Bank
White LED Bank
Cellular Transceiver
Microcontroller
USB Port
1010
1020
1030

Figure 10

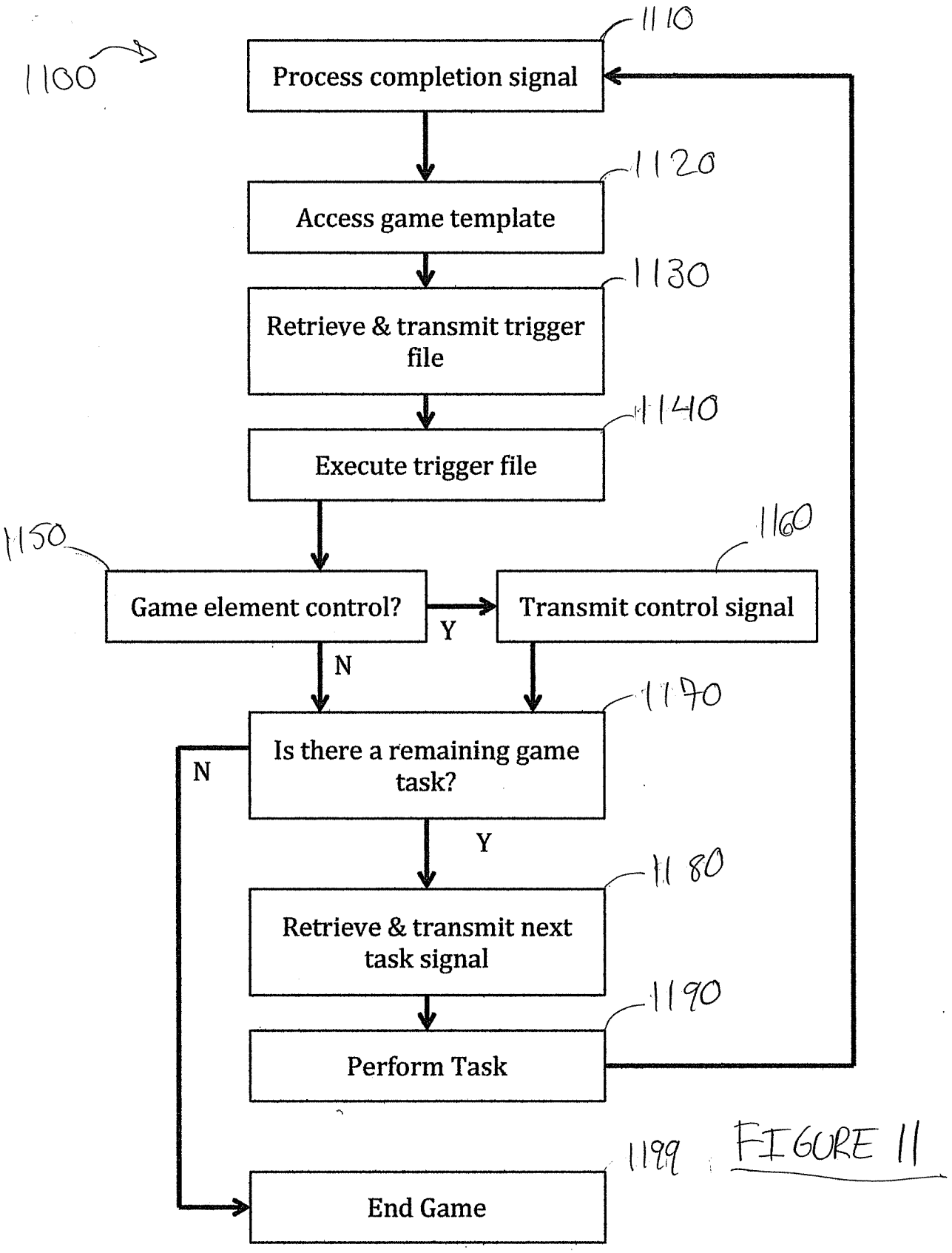
1100
1110
Process completion signal
1120
Access game template
1130
Retrieve & transmit trigger file
1140
Execute trigger file
1150
Game element control?
Y
1160
Transmit control signal
N
1170
Is there a remaining game task?
N
Y
1180
Retrieve & transmit next task signal
1190
Perform Task
1199
End Game

FIGURE 11

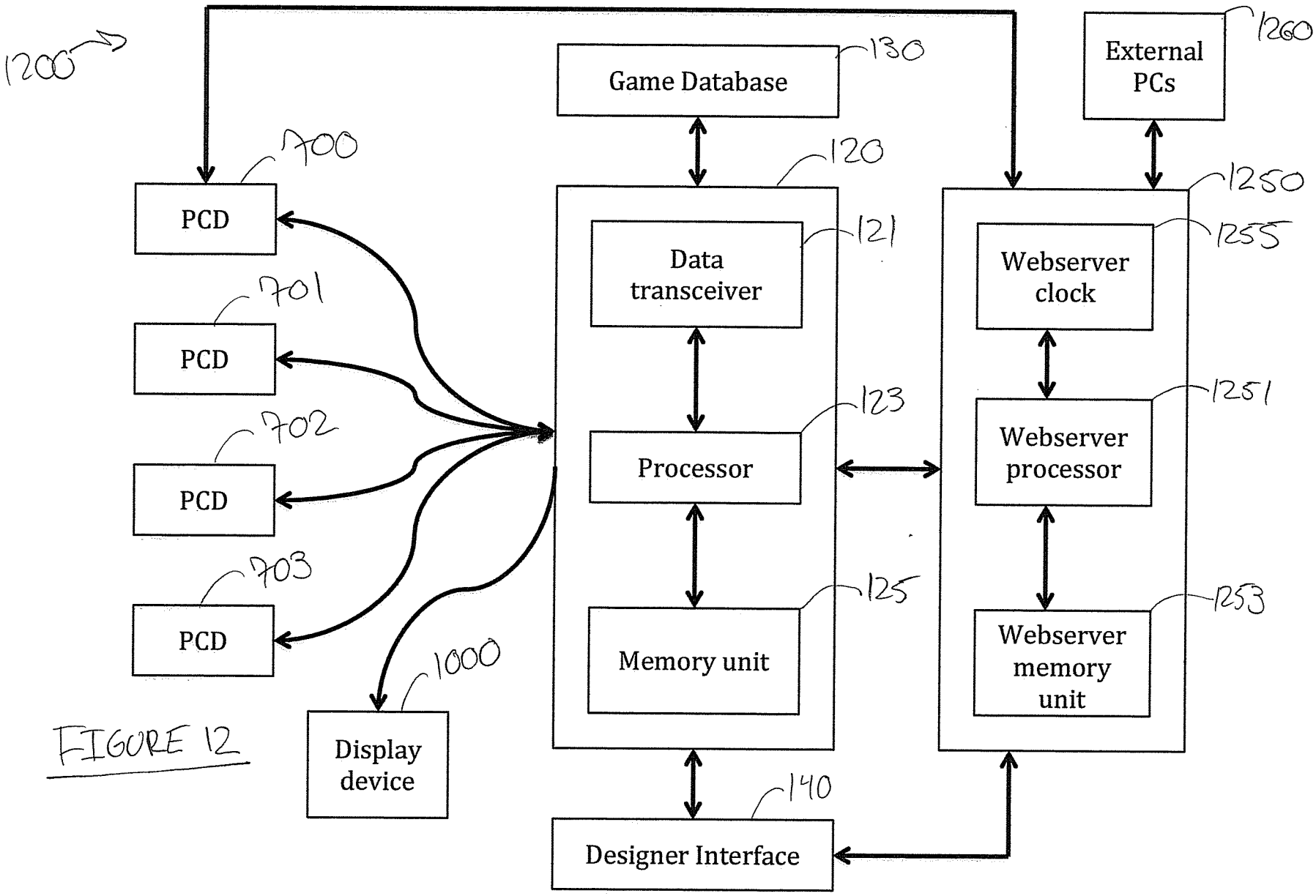
1200
Game Database
130
External PCs
1260
700
120
1250
PCD
Data transceiver
121
Webserver clock
1255
701
PCD
123
1251
Processor
Webserver processor
702
PCD
125
1253
Memory unit
Webserver memory unit
703
PCD
1000
Display device
140
Designer Interface

FIGURE 12

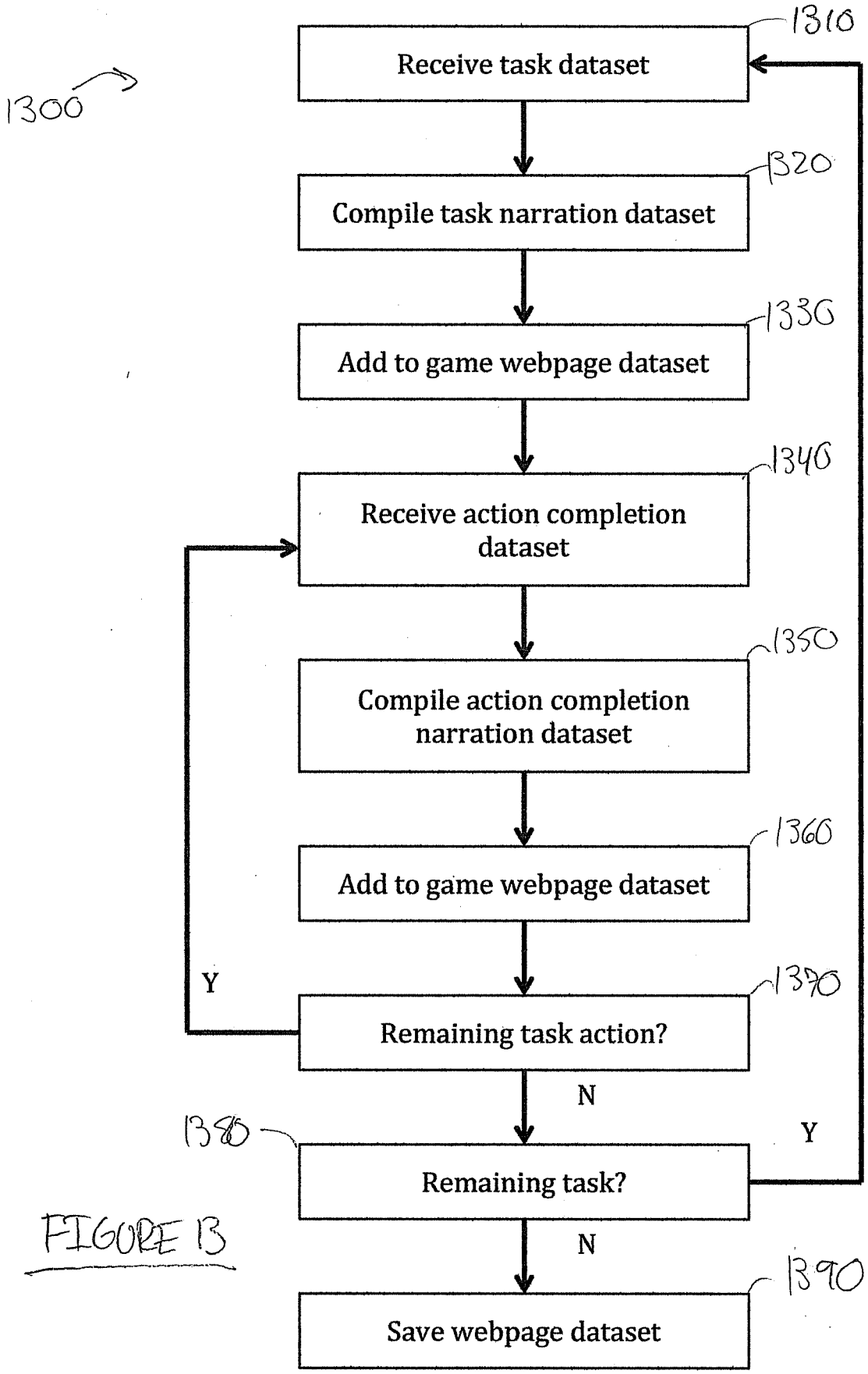
1300
1310
Receive task dataset
1320
Compile task narration dataset
1330
Add to game webpage dataset
1340
Receive action completion dataset
1350
Compile action completion narration dataset
1360
Add to game webpage dataset
1370
Remaining task action?
Y
N
1380
Remaining task?
Y
N
1390
Save webpage dataset

FIGURE 13

1406

The Legend of [Team Name]

1410

1401

1420

Magic is all around us, even today. It's a color of the rainbow that is just beyond our sight – little mysteries we can't make ourselves believe. But magic is more than that, it's the balance of the primeval forces of good against evil. Where good magic rules, trolls stay under their bridges and the night is safe. But evil is rising. When Evil magic seeks to arise, it must be fought! This is the story of how [Team Name] fought to stop evil magic from arising – fought and won!

The valiant members of [Team Name] included: [Member1], [Member2] . . . 1421

1423 1425 1427

The Quest began at [Start Location] [Time] [Map]

1430

At [Start Location] [Team Name] had a message from the Oracle:

Task Video File

1431

and was instructed by the Oracle to proceed to [Task Location]

1433

1441

At [Time – 5 minutes from last update] [Team Name] was at [GPS location at time] 1440

1443 1451 1453

1450

[Team Name] arrived at [Action Location] at [Time]. Little did they know that at [Action Location] they would [Action Summary].

1455

Upon entering [Action Location] the Oracle told [Team Name]:

Action Video File

1457

FIGURE 14