

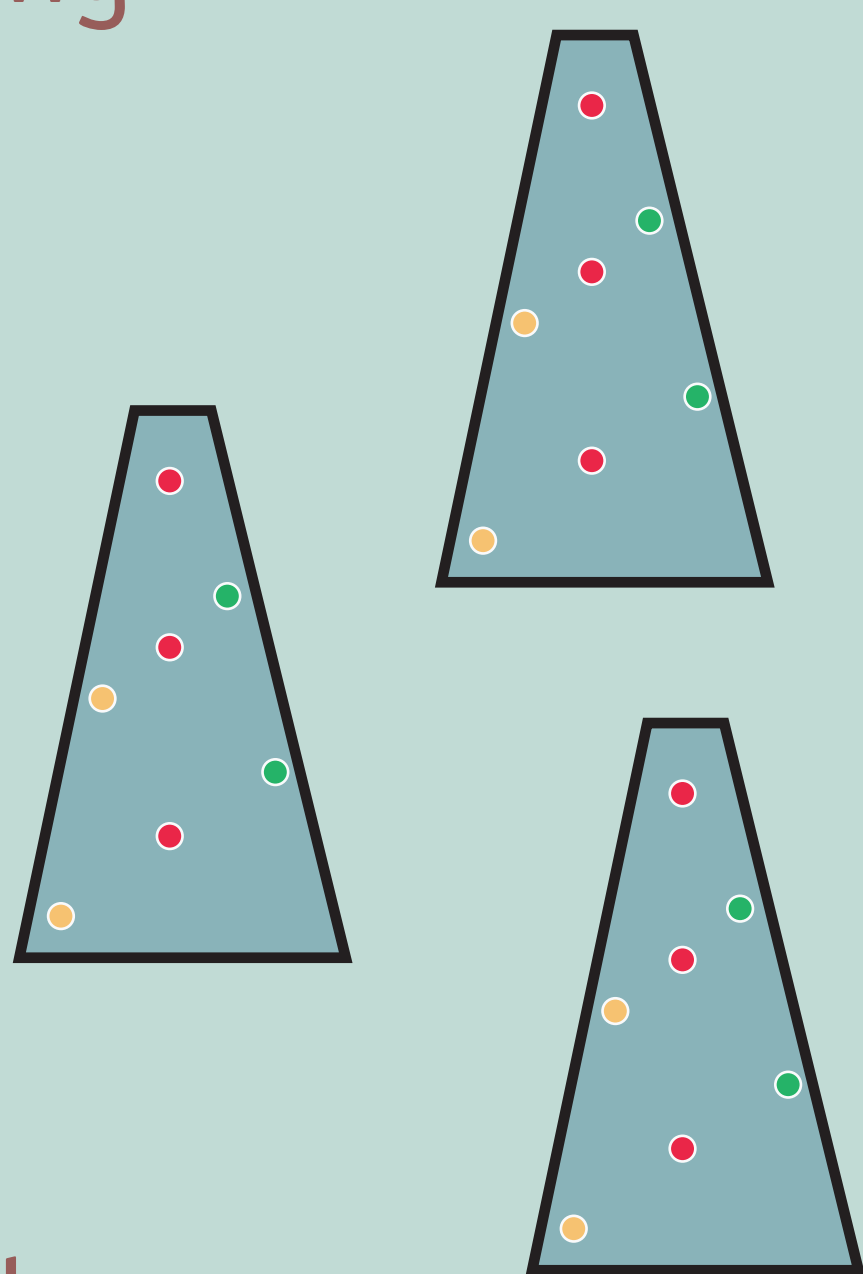
# Dynamically Collaborative Treasurehunt

In most treasure hunting games, participants are either on their own, or are members of pre-assigned teams.

What if the formation of teams was part of the game?

What if the game changed itself as it was being played: reassigning teams based on who worked best together; changing the goals of the game based on which goals were met; helping out weaker players; deceiving stronger players?

With DyCoTH, the game pieces are intelligent: They can communicate with each other to dynamically reconfigure the game.



Two people are brought together once they have each found a piece. They then work together, with the help of their pieces, to find more pieces. If they are unsuccessful after a short time, then the pieces split them up and find them other partners. If they do find more pieces, then they can leave some of their pieces to act as decoys against the other players. But if they become too good, then their pieces can lead them in the wrong direction. Groups form and split up. All the while, the pieces are communicating with each other to change the goals of the game based on how they players play the game.