Pathogen

Team Rocket
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Evolving networks

Everyone knows what a social network is nowadays, but in some ways the social network has undermined an important network: transient physical interaction between strangers. Wouldn't you want to know how many people you unknowingly interact with every day, and how far your influence spreads?

Pathogens

What travels through all the networks that you are connected to, even when you don't want it to?

Bacteria and Viruses!

So we propose a game all about pathogens. Each player creates a customized bacteria that passively transmits to nearby players when they are close. The pathogens "fight" to see if the transmission is successful and continue to transmit through the "host's" body. You can check to see how may people your pathogen infects, and at the end of every month, we have a leaderboard in both your region and the country to see who infects the most. Then the game begins anew.

So what's fun about that?

- The constant customization and competition to spread your pathogen as far as possible
- The strategy and theory-crafting to create the ultimate offensive and defensive pathogen
- Viruses and bacteria are oh-so-cute

Technicalities

- We plan to use a hybrid approach of coarse/fine grain android locator and Skyhook to track location of users, then use an algorithm to determine how close two user must be before their pathogens fight.
- All the data of created pathogens and all the “battles” will be determined on the server, with the final results being transmitted to the phones.
- The number of people you have transmitted your pathogen to will be updated periodically on your phone to track your progress, potentially comparing your progress with friends’.
- I could not find any literature on this type of network, although that may have been because I’m not sure what this type of network if officially called. The closest I could find was hospital tracking and reporting to determine how fast specific pathogens were spreading in an area.
- The key performance factor will be deciding which location service to use and how accurate the location services are. Everything else is performed offsite on a server.