

Atlas Systems
9/26/2025

Mission and Madness



Mentor: Ogonna Eli
Client: Morgan Boatman



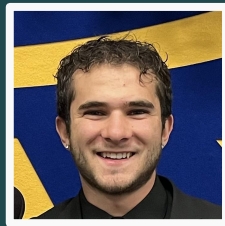
Our team



TEAM LEAD, CODER

John Zeledon

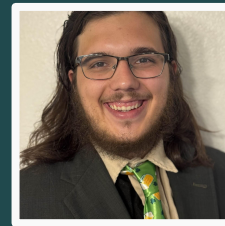
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RECORDER, CODER

Mitchell Morris

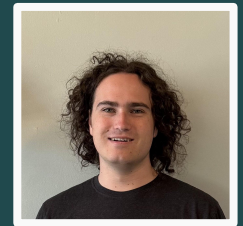
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ARCHITECT, CODER

Hunter Beach

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RELEASE MANAGER, CODER

Tristen Calder

tbc73@nau.edu

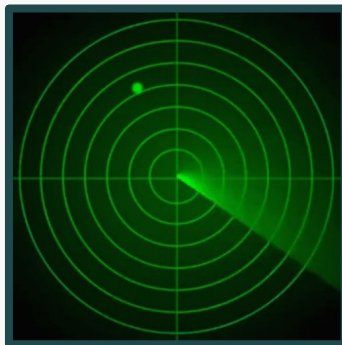
What does Missions and Madness help YOU achieve?



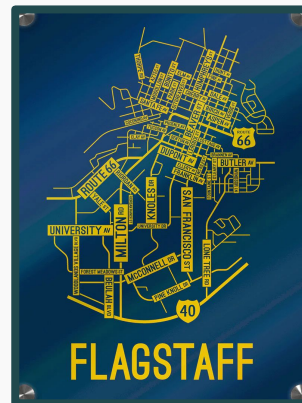
Train Fitness



Train Decision Making



Train Situational Awareness



Connect To Your Location



Connect To Your Peers

It helps you become your best self!



Morgan W. Boatman

Occupation	Inventor/Chief Trainer
Education	UC Irvine BA
Location	Flagstaff, AZ



Bio

- Made the game for people to be aware, respond, react, build a community, and have fun

Personal Background

- Did 14 hour training with Ex Navy Seals
- Been through natural disasters

Goals

Community builder

Respond

Physical Activity

Mental Training

THE WORKFLOW

Workflow of Mission and Madness

01

COMMUNITY BOOKING

Through website pick between options.

02

PREPARATION

Get together with team and get ready to play.

03

EXECUTION

Follow instructions and enjoy!!!

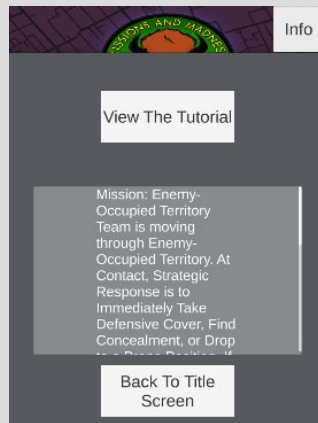
04

REFLECTION

Reflect as a team and give feedback to company.

THE OPPORTUNITY

What problems does the client have?



The app has no GPS implementation

Missions and madness is a real life adventure game focused around local points of interest, GPS functionality would take the app to the next level

The app's UI is unpolished

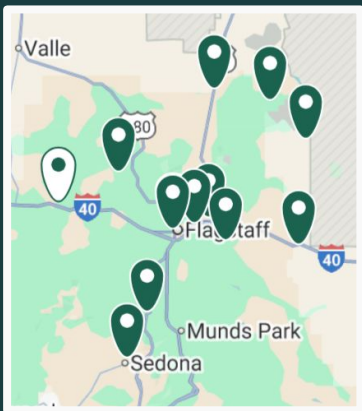
Some UI elements are well implemented and some are not, in particular, the buttons do not match the background at all and using the app is a bit unintuitive.

Further points of interest may be difficult to source

The app centers around local points of interest like statues, monuments, historic buildings and similar locations. Right now, only Flagstaff is implemented, and though we wish to branch out, a nationwide database of these points may not exist

THE SOLUTION

What we can do for the client



Implement a live map with GPS functionality

Having a live map with the user's current location and the target location would make the app far more playable for casual users, especially in unfamiliar cities.

Improve and clean up the UI

Having a clean, intuitive UI where a new user can pick up the app and use it with no training will help the marketability of the app.

Implement points of interest crowdsourcing

We can overcome the limitation of not having access to a database of local points of interest for each city by allowing and incentivising user submissions.

Operational Plan

Understand Mr. Boatmans situation and issues with the project

01

Address the situation in our groups and work with him

02

Code the refurbished app following our plan and what he wants

03

Polish any loose ends before launching and then **Deliver.**

04

Thank You From

