

CLAIMS:

1. A dynamic quest-based experience system of an amusement park, comprising:

a memory storing instructions; and

a processor configured to execute the instructions to cause the processor

to:

receive a user input from a computing device, the user input indicative of starting a dynamic quest-based narrative, wherein the dynamic quest-based narrative comprises a plurality of sets of information;

place an identifier associated with the computing device in a virtual queue associated with a narrative endpoint of the amusement park;

select a set of information from the plurality of sets of information based on a determined parameter, wherein the set of information is associated with a requested task; and

output the set of information to the computing device.

2. The dynamic quest-based experience system of claim 1, wherein the processor is configured to:

receive feedback indicative of a completed task;

determine if the completed task corresponds with the requested task;

select an additional set of information from the plurality of sets of information based on another determined parameter in response to determining the completed task corresponds with the requested task, wherein the additional set of information is associated with an additional requested task; and

output the additional set of information to the computing device.

3. The dynamic quest-based experience system of claim 2, wherein the additional requested task is associated with the narrative endpoint.

4. The dynamic quest-based experience system of claim 2, wherein the processor is configured to output a message to the computing device, the message indicative of the requested task not being successfully completed in response to determining the completed task does not correspond with the requested task.

5. The dynamic quest-based experience system of claim 2, wherein the processor is configured to transmit feedback to the narrative endpoint, wherein the feedback comprises information associated with the completed task and the computing device.

6. The dynamic quest-based experience system of claim 1, wherein the narrative endpoint comprises a limited capacity attraction, a discount, an access to a restricted area, a special edition of an attraction, a souvenir, a voucher, or any combination thereof, of the amusement park.

7. The dynamic quest-based experience system of claim 1, wherein the determined parameter is associated with a wait time of the virtual queue, a time of day, a weather condition, a population density of a region of the amusement park, a number of users associated with the computing device, a location of the computing device, an experience level of a user associated with the computing device, a status of other computing devices participating in other dynamic quest-based narratives, or any combination thereof.

8. An amusement park system, comprising:
a dynamic quest-based experience system configured to:
 receive an input transmitted from a computing device of a
 user at an initial time, wherein the input is indicative of starting a
 dynamic quest-based narrative;

place the user in a virtual queue associated with an endpoint of the quest-based narrative;

determine a desired time for the user to arrive at a location of the endpoint of the quest-based narrative, wherein the desired time is based on an availability at the endpoint;

select a series of tasks to be completed by the user, wherein the series of tasks is selected such that an estimated time to complete the series of tasks corresponds with a difference between a current time and the desired time; and

output instructions associated with a task of the series of tasks to the computing device; and

at least one interactive element associated with the task, wherein the at least one interactive element is configured to provide feedback to the dynamic quest-based experience system, the feedback indicative of completion of the task.

9. The amusement park system of claim 8, wherein the dynamic quest-based experience system is configured to:

receive the feedback indicative of completion of the task; and

output instructions associated with an additional task of the series of tasks to the computing device.

10. The amusement park system of claim 8, wherein the dynamic quest-based experience system is configured to:

receive the feedback indicative of completion of the task;

adjust the desired time for the user to arrive at the location of the endpoint after receiving the indication of completion of the task; and

select a new task of the series of tasks based on the adjusted desired time.

11. The amusement park system of claim 10, wherein the dynamic quest-based experience system is configured to delete an initial subsequent task from the selected series of tasks based on the adjusted desired time.

12. The amusement park system of claim 8, wherein the at least one interactive element comprises a reader configured to read an identifier associated with the user and to transmit feedback to the dynamic quest-based experience system indicative of the completed task upon reading the identifier associated with the user.

13. The amusement park system of claim 12, wherein the at least one interactive element comprises a show effect communicatively coupled to the reader, wherein the reader is configured to transmit, to the show effect, feedback indicative of an interaction upon reading the identifier associated with the user, and wherein the show effect is configured to activate upon receiving the feedback indicative of the interaction.

14. The amusement park system of claim 8, wherein the at least one interactive element comprises an identifier that is readable to the computing device and wherein the dynamic quest-based experience system is configured to receive additional feedback indicative of the completed task from the computing device.

15. The amusement park system of claim 8, wherein the dynamic quest-based experience system is configured to select the series of tasks by selecting only a subset of available tasks.

16. The amusement park system of claim 8, wherein the dynamic quest-based experience system is configured to receive a parameter from the computing device and to select the series of tasks further based on the parameter.

17. A controller for an amusement park system, the controller comprising a tangible, non-transitory, computer-readable medium having computer-executable instructions stored thereon that, when executed, are configured to cause one or more processors to:

- receive a user input from a computing device of a guest group of the amusement park system, wherein the user input is indicative of starting a dynamic quest-based narrative, and wherein the dynamic quest-based narrative comprises a plurality of sets of information;

- place the guest group in a virtual queue associated with a narrative endpoint of the amusement park;

- select a set of information from the plurality of sets of information based on a determined parameter, wherein the set of information is associated with a task of a series of tasks; and

- output the set of information to the computing device.

18. The controller of claim 17, wherein the computer-executable instructions, when executed, are configured to cause the one or more processors to:

- determine an interruption of the dynamic quest-based narrative;

- determine if the interruption is indicative of ending progress of the dynamic quest-based narrative; and

- provide an alternative narrative endpoint based on a progression of the dynamic quest-based narrative in response to determining the interruption is indicative of ending progress of the dynamic quest-based narrative.

19. The controller of claim 17, wherein the computer-executable instructions, when executed, are configured to cause the one or more processors to:

- determine an interruption of the dynamic quest-based narrative;

- determine if the interruption is indicative of ending progress of the dynamic quest-based narrative; and

save the progression of the dynamic quest-based narrative in response to determining the interruption is not indicative of ending progress of the dynamic quest-based narrative;

receive feedback indicative of a continuation of the dynamic quest-based narrative; and

resume the dynamic quest-based narrative in response to receiving the feedback indicative of the continuation of the dynamic quest-based narrative.

20. The controller of claim 18, wherein the interruption comprises a manual pause of the dynamic quest-based narrative, an inactivity of the guest group, a weather condition, an unavailability of an attraction of the amusement park, or any combination thereof.