

CLAIMS:

1. An interaction point, comprising:
 - a hardware-based processor;
 - a local cache data store configured to store attraction data, the attraction data defining at least an entertainment attraction status associated with a wearable electronic device for an entertainment attraction;
 - a radio-frequency identification (RFID) reader, configured to retrieve electromagnetic radiation of the wearable electronic device indicative of an interaction with the interaction point, the interaction comprising data transmission between the RFID reader and the wearable electronic device, enabled by a proximity between the RFID reader and the wearable electronic device;
 - wherein the hardware-based processor is configured to, based upon the interaction with the interaction point cause feedback to be rendered by the wearable electronic device, modify at least a portion of the stored attraction data, or both.
2. The interaction point of claim 1, comprising:
 - communications circuitry configured to communicatively couple the interaction point with one or more cloud services, the one or more cloud services comprising at least one computer and at least one data store configured to facilitate persistent storage of the attraction data.
3. The interaction point of claim 2, wherein the interaction point is a first interaction point of a set of interaction points associated with the entertainment attraction;
 - wherein the hardware-based processor is configured to:
 - read an identifier (ID) of the wearable electronic device via the RFID reader; and
 - update the attraction data in the local cache data store based upon the ID.

4. The interaction point of claim 3, wherein the hardware-based processor is configured to:
 - determine whether the ID is new to the entertainment attraction;
 - cause registration of the ID with the one or more cloud services when it is determined that the ID is new to the entertainment attraction; and
 - request attraction data associated with the ID from the one or more cloud services when it is determined that the ID already exists in the entertainment attraction.
5. The interaction point of claim 4, wherein the registration of the ID with the one or more cloud services comprises causing a set of initial values to be associated with the ID in a data store of the one or more cloud services.
6. The interaction point of claim 5, wherein the hardware-based processor is configured to receive the set of initial values and update the attraction data in the local cache data store based upon the received set of initial values.
7. The interaction point of claim 4, wherein when it is determined that the ID already exists in the entertainment attraction, the hardware-based processor is configured to:
 - request remote attraction data stored in a data store of the one or more cloud services that is associated with the ID;
 - receive the remote attraction data; and
 - update the attraction data in the local cache data store based upon the remote attraction data.
8. The interaction point of claim 1, wherein the hardware-based processor is configured to cause the feedback to be rendered by the wearable electronic device by determining the feedback from multiple feedback options, based at least upon the

interaction with the interaction point and the attraction data stored in the local cache data store.

9. The interaction point of claim 8, wherein the feedback comprises an audible output, a tactile output, one or more light illuminations, or any combination thereof.

10. The interaction point of claim 8, wherein the attraction data comprises game related data.

11. The interaction point of claim 8, wherein the hardware-based processor is configured to:

determine an eligibility for access to an exclusive area of the entertainment attraction based upon a portion of the attraction data associated with the wearable electronic device;

when eligible, permit access to the exclusive area of the entertainment attraction;
and

when not eligible, deny access to the exclusive area of the entertainment attraction.

12. The interaction point of claim 8, wherein the hardware-based processor is configured to cause the feedback to be rendered by the wearable electronic device by writing a feedback indication, interpretable by a microprocessor of the wearable electronic device, to a memory of the wearable electronic device, such that the microprocessor may detect the feedback indication and implement the feedback.

13. The interaction point of claim 1, wherein the hardware-based processor is configured to modify the at least a portion of the attraction data based at least upon the interaction with the interaction point and the attraction data stored in the local cache data store.

14. The interaction point of claim 13, wherein the hardware-based processor is configured to provide modifications to the at least a portion of the attraction data to one or more other interaction points that have subscribed to the at least a portion of the attraction data.
15. The interaction point of claim 13, wherein the hardware-based processor is configured to provide modifications to the at least a portion of the attraction data to one or more cloud services that facilitate persistent storage of the attraction data.
16. An interactivity system for an entertainment attraction, comprising:
a first interaction point, comprising:
 a first hardware-based processor;
 a first local cache data store configured to store a first copy of attraction data pertaining to an entertainment attraction local to the first interaction point;
and
 a first radio-frequency identification (RFID) reader, configured to retrieve electromagnetic radiation of a wearable electronic device indicative of an interaction with the first interaction point;
 wherein the first hardware-based processor is configured to, based upon the interaction with the first interaction point, modify at least a portion of the first copy of the attraction data; and
a second interaction point, comprising:
 a second hardware-based processor;
 a second local cache data store configured to store a second copy of the attraction data pertaining to an entertainment attraction local to the second interaction point; and

a second RFID reader, configured to retrieve electromagnetic radiation of a wearable electronic device indicative of an interaction with the second interaction point;

wherein the first interaction point is communicatively coupled to the second interaction point in a point-to-point mesh network; and

wherein the second hardware-based processor is configured to, based upon the interaction with the second interaction point, modify at least a portion of the second copy of the attraction data and the first copy of the attraction data.

17. The interactivity system of claim 16, wherein:

the first hardware-based processor is configured to provide modifications to the at least a portion of the first copy of the attraction data to:

a cloud service;

the second interaction point, only when the second interaction point has subscribed to the modifications; or

both.

18. A tangible, non-transitory, machine-readable medium, comprising machine-readable instructions to:

receive, at an interaction point, interaction data from a wearable electronic device, via data transmission between a radio-frequency identification (RFID) reader of the interaction point and a wearable electronic device, enabled by a proximity between the RFID reader and a wearable electronic device, wherein the interaction data is indicative of an interaction between the wearable electronic device and the interaction point;

store attraction data in a local cache of the interaction point, the attraction data defining at least a status of an entertainment attraction associated with the wearable electronic device for the entertainment attraction;

modify at least a portion of the attraction data in the local cache based upon the received interaction data; and

provide the at least portion of the attraction data to another interaction point, a distributed data store, or both.

19. The machine-readable medium of claim 18, comprising instructions to:
identify one or more interaction points that have subscribed to the at least a portion of the attraction data; and
provide the at least a portion of the attraction data to the one or more interaction points that have subscribed to the at least portion of the attraction data.
20. The machine-readable medium of claim 18, comprising instructions to:
store a virtual key acquisition status, a virtual coin collection, or both as at least a portion of the attraction data.