CLAIMS

1. An interaction point, comprising:

~~1.~~ a hardware-based processor~~;~~

~~a local cache data store~~ configured to ~~store attraction data, the attraction data defining at least~~communicate with a distributed data store that maintains an ~~entertainment attraction~~interactive game progress status of a game participant associated with a wearable electronic device ~~for an entertainment attraction~~while the game participant is participating in a game;

a local cache data store configured to locally store a local portion of the interactive game progress status, wherein the local portion of the interactive game progress status is used in local interaction processing by the hardware-based processor;

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, the retrieving of the electromagnetic radiation 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.~~, perform the local interaction processing using the local portion of the interactive game progress status, by modifying the local portion of the interactive game progress status based upon the interaction; and

wherein the hardware-based processor is configured to, based at least in part upon the modifying of the local portion of the interactive game progress status, modify the interactive game progress status stored in the distributed data store.

2. The interaction point of ~~claim~~ 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~~interactive game progress status.

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~~game;

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~~interactive game progress status 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~~game;

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~~game; and

request ~~attraction data~~an interactive game progress status associated with the ID from the one or more cloud services when it is determined that the ID already exists in the ~~entertainment attraction~~game.

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, wherein the initial values comprise an initial game progress status for the game.

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~~interactive game progress status 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~~game, the hardware-based processor is configured to:

request ~~remote attraction data~~a saved game progress status stored in a data store of the one or more cloud services that is associated with the ID;

receive the ~~remote attraction data~~saved game progress status; and

update the ~~attraction data~~interactive game progress status in the local cache data store based upon the ~~remote attraction data~~saved game progress status.

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 interactive game progress status stored in the local cache data store.

~~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~~interactive game progress status comprises a score of the game ~~related data~~.

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

determine an ~~eligibilty~~eligibility for access to an exclusive area of the ~~entertainment attraction~~game based upon ~~a portion of the attraction data associated with~~ the ~~wearable electronic device~~interactive game progress status;

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

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

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~~local portion of the ~~attraction data~~interactive game progress status based at least

upon the interaction with the interaction point and the ~~attraction data~~local portion of the interactive game progress status 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~~local portion of the ~~attraction data~~interactive game progress status to one or more other interaction points that have subscribed to the ~~at least a~~local portion of the ~~attraction data~~interactive game progress status.

15. The interaction point of claim 13, wherein the hardware-based processor is configured to provide modifications to the ~~at least a~~local portion of the ~~attraction data~~interactive game progress status to one or more cloud services that facilitate persistent storage of the ~~attraction data~~interactive game progress status.

16. An interactivity system for ~~an entertainment attraction~~a game, comprising:

~~16.~~ a first interaction point, comprising:

~~a first hardware-based processor;~~

a first hardware-based processor configured to communicate with a distributed data store that maintains an interactive game progress status of a game participant associated with a wearable device while the game participant is participating in a game;

a first local cache data store configured to locally store a first ~~copy of attraction data~~local portion of the interactive game progress status, wherein the local portion of the interactive game progress status is used in a first local interaction processing by the first hardware-based processor, the first local interaction processing pertaining to ~~an entertainment attraction~~a first portion of the game 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~~the first local portion of the ~~first copy of the attraction data~~interactive game progress status; and

a second interaction point, comprising:

a second hardware-based processor configured to communicate with the distributed data store that maintains the interactive game progress status of the game participant associated with the wearable device, while the game participant is participating in the game;

a second local cache data store configured to store a second ~~copy~~local portion of the ~~attraction data~~interactive game progress status pertaining to ~~an entertainment attraction~~a second portion of the game 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~~portion of the interactive game progress status at the second interaction point and the first portion of the interactive game progress status stored at the first local cache data store of the first interaction point.

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~~portion of the ~~attraction data~~interactive game progress status 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, the receiving of the interaction data enabled by a proximity between the RFID reader and a wearable electronic device, wherein the interaction data is ~~indivative~~indicative of an interaction between the wearable electronic device and the interaction point;

locally store ~~attraction data~~a local portion of interactive game progress status used in local interaction processing in a local cache of the interaction point, the ~~attraction data~~interactive game progress status defining at least ~~a status of~~ an ~~entertainment attraction~~interactive game progress status of a game participant associated with the wearable electronic device~~ for~~, while the ~~entertainment attraction~~game participant is participating in a game;

modify ~~at least a~~the local portion of the ~~attraction data~~interactive game progress status in the local cache based upon the received interaction data, resulting in a modified local portion of the interactive game progress status; and

provide ~~the at least portion of the attraction data~~one or more updates to the interactive game progress status to another interaction point, a distributed data store, or both, based upon the modified local portion of the interactive game progress status, to update the interactive game progress status at a location remote from the interaction point.

19. The machine-readable medium of ~~claim~~ claim 18, comprising instructions to:

~~19.~~ identify one or more interaction points that have subscribed to the at least a portion of the locally stored portion of the interactive game progress status; and

~~portion of the attraction data; and~~

provide the ~~at least a~~local portion of the ~~attraction data~~interactive game progress status to the one or more interaction points that have subscribed to the ~~at least~~local portion of the ~~attraction data~~interactive game progress status.

20. The machine-readable medium of ~~claim~~ claim 18, ~~comprising instructions to~~wherein the interactive game progress status comprises:

~~store~~

a virtual key acquisition status, a virtual coin collection status, or both ~~as at least a portion of the attraction data.~~.