CLAIMS:

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

a memory storing instructions;

a processor configured to execute the instructions; and

a prop comprising a sensor configured to detect a user interaction with the prop, wherein the prop is configured to transmit feedback to the processor in response to detecting the user interaction via the sensor;

wherein the instructions causes the processor to:

receive a user input from a computing device of a guest, the user input indicative of starting a quest-based narrative, wherein the quest-based narrative places the guests in a virtual queue for an attraction or reward and provides activities for the user to complete before going to the attraction or receiving the reward, wherein the dynamic quest-based narrative comprises a plurality of tasks;

place an identifier associated with the computing device in the virtual queue for an attraction or reward of the amusement park based on the user input;

select a first requested task from the plurality of tasks based on a parameter of the amusement park or user, wherein the first requested task corresponds to the prop;

output the first task to the computing device;

receive the feedback from the prop, wherein the feedback is indicative of the user interaction with the prop, and the user interaction corresponds to the identifier associated with the computing device;

determine a completion of the first requested task based on the

feedback received from the prop;

select a second requested task from the plurality of tasks in response to determining the completion of the first requested task; and

output the second requested task to the computing device.

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

determine a wait time associated with the virtual queue upon determining the completion of the first requested task based on the feedback received from the prop;

select the second task from the plurality of tasks based on an estimated time to complete the second requested task and the wait time associated with the virtual queue.

3. The dynamic quest-based experience system of claim 1, wherein the second requested task is associated with access to the attraction or reward.

4. The dynamic quest-based experience system of claim 1, wherein the processor is configured to execute the instructions to cause the processor to:

receive additional feedback after outputting the second requested task to the computing device, wherein the additional feedback is indicative of a completed task;

determine the completed task does not correspond with the second requested task; and

output a message to the computing device in response to determining the completed task does not correspond with the second requested task, the message indicative of the second requested task not being successfully completed in response to determining the completed task does not correspond with the second requested task.

5. The dynamic quest-based experience system of claim 1, wherein the processor is configured to execute the instructions to cause the processor to transmit additional feedback to the attraction or reward, wherein the additional feedback comprises information associated with the completion of the first requested task and the identifier associated with the computing device.

6. The dynamic quest-based experience system of claim 1, wherein the parameter of the amusement park or user 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 quest-based narratives, or any combination thereof.

7. 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, which places the guest in a virtual queue for an attraction or reward and provides activities for the user to complete before going to the attraction or receiving the reward, wherein the dynamic quest-based narrative comprises a series of tasks;

place the user in a virtual queue associated with an attraction or reward of the amusement park;

determine a desired time for the user to arrive at a location of the attraction or reward associated with the quest-based narrative, wherein the desired time is based on an availability at the attraction or reward;

select the 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.

8. The amusement park system of claim 7, 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; or

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

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

9. The amusement park system of claim 8, 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.

10. The amusement park system of claim 7, 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.

11. The amusement park system of claim 10, 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 additional feedback indicative of the interaction.

12. The amusement park system of claim 7, 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 the additional feedback indicative of the completed task from the computing device.

13. The amusement park system of claim 7, wherein the dynamic quest-based experience system is configured to:

select the series of tasks by selecting only a subset of available tasks; or

receive a parameter from the computing device (120) and to select the series of tasks further based on the parameter.

14. 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 quest-based narrative which places the guests in a virtual queue for an attraction (56) or reward and provides activities

for the user to complete before going to the attraction (56) or receiving the reward, and wherein the dynamic quest-based narrative comprises a plurality of tasks;

place the guest group in a virtual queue associated with the attraction (56) or reward of the amusement park based on the user input;

select a first requested task from the plurality of tasks based on a parameter of the amusement park or user, wherein the first requested task corresponds to the prop; and

output the first task to the computing device;

receive the feedback from the prop, wherein the feedback is indicative of the user interaction with the prop, and the user interaction corresponds to the identifier associated with the computing device;

determine a completion of the first requested task based on the feedback received from the prop;

select a second requested task from the plurality of tasks in response to determining the completion of the first requested task; and

output the second requested task to the computing device.

15. The controller of claim 14, wherein the computer-executable instructions, when executed, are configured to cause the one or more processors to:

determine an interruption of the quest-based narrative;

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

provide an alternative attraction or reward based on a progression of the quest-based narrative in response to determining the interruption is indicative of ending the progress of the quest-based narrative; or

save the progress 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.