CLAIMS:

1. A method comprising:

receiving one or more inputs from a plurality of vehicles in a game environment;

assigning scores or game narratives to each individual vehicle based on the one or more inputs;

assigning a vehicle path within the game environment to each individual vehicle of the plurality of vehicles based on the score or assigned game narrative of the respective individual vehicle, wherein assigning the vehicle path to an individual vehicle comprises assigning a first vehicle path if any individual vehicle score of the plurality of vehicles is above a threshold and assigning a second vehicle path if the score of all individual vehicles scores are below a threshold; and

transmitting information related to the respective vehicle path to the corresponding individual vehicles.

2. The method of claim 1, comprising updating the scores based on new inputs from the plurality of vehicles and assigning an updated vehicle path based on the updating.

3. The method of claim 1, wherein assigning the vehicle path to the individual vehicle comprises assigning the first vehicle path if the individual vehicle score is above the threshold and assigning the second vehicle path if the individual vehicle score is below the threshold.

4. The method of claim 1, comprising providing instructions to modify a game environment based on the scores or the game narratives, and wherein modifying the game environment comprises modifying a virtual or physical object within the game environment.

5. The method of claim 1, comprising activating a first setting of the game environment when the scores are above the threshold and a second setting of the game environment when the scores are below the threshold.

6. The method of claim 5, wherein the first setting comprises a first portion of a game story and the second setting comprises a second portion of a game story.

7. The method of claim 6, wherein the first setting comprises a first set of game environment features and the second setting comprises a second set of game environment features, wherein the first setting and the second setting are associated with the same location in the game environment.

8. The method of claim 1, wherein the vehicle path defines a path within the game environment associated with a subset of rooms in the game environment.

9. A method comprising:

receiving one or more inputs from one or more riders of a vehicle in a game environment;

assigning scores to each rider of the one or more riders based on the one or more inputs;

assigning a vehicle path within the game environment to the vehicle based on a vehicle score for the vehicle, wherein the vehicle score is based at least in part on the scores of the one or more riders;

assigning a skill level to each rider of the one or more riders;

determining weighted scores for each rider of the one or more riders based at least in part on the skill level of each rider of the one or more riders, wherein the vehicle score is based at least in part on the weighted scores of the one or more riders; and

providing instructions to move the vehicle along the vehicle path.

10. The method of claim 9, wherein the vehicle score is based at least in part on a cumulative weighted score of each rider of the one or more riders.

11. The method of claim 9, wherein the vehicle score is based at least in part on a highest individual weighted score assigned to an individual rider of the one or more riders.

12. The method of claim 9, providing the respective inputs from the one or more riders based at least in part on external motion sensors disposed within the game environment.

13. The method of claim 9, wherein the skill level is assigned based at least in part on scores associated with the respective rider during previous ride experiences.

14. The method of claim 9, comprising assigning a game character to the vehicle based on a game character selection of the one or more riders, wherein the game character is selected from a plurality of game character options, and wherein the game character options are presented based on the skill level assigned to each rider of the one or more riders.

15. The method of claim 14, comprising providing instructions to modify the game environment based on the game character assigned to the vehicle, and wherein modifying the game environment comprises modifying a virtual or physical object within the game environment.

16. A system comprising:

a plurality of vehicles configured to accommodate one or more riders in a game environment, wherein each vehicle of the plurality of vehicles comprises vehicle interface circuitry responsive to inputs from the one or more riders; and

a game controller configured to:

receive one or more inputs from the plurality of vehicles;

assign scores or game narratives to each individual vehicle based on the one or more inputs;

assign a game character to each individual vehicle based on a game character selection of the one or more riders, wherein the game character is selected from a plurality of game character options, and wherein the game character options are presented based on a skill level of the one or more riders;

assign a vehicle path within the game environment to each individual vehicle of the plurality of vehicles based on the score or assigned game narrative of the respective individual vehicle; and

transmit information related to the respective assigned vehicle path to each individual vehicle.

17. The system of claim 16, wherein the information related to the respective assigned vehicle path causes each individual vehicle to travel along the respective assigned vehicle path.