CLAIMS:

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

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

a memory storing instructions; and

~~to:~~

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 based on the user input;

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

output the first set of information to the computing device~~.~~;

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

receive the feedback from the prop, wherein the feedback is indicative of ~~a completed task;~~

~~determine if the completed task~~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 ~~an additional~~a second set of information from the plurality of sets of information ~~based on another determined parameter~~ in response to determining the ~~completed task corresponds with~~completion of the first requested task, wherein the ~~additional~~second set of information is associated with ~~an additional~~a second requested task; and

output the ~~additional~~second set of information to the computing device.

~~The dynamic quest-based experience system of claim 2, wherein the additional requested task is~~. The 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 set of information from the plurality of sets of information based on an estimated time to complete the second requested task associated with the second set of information and the wait time associated with the virtual queue.

~~3.~~ 3. The quest-based experience system of claim 1, wherein the second requested task is associated with access to the narrative endpoint.

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

receive additional feedback after outputting the second set of information 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

~~4.~~ 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.~~ 5. The ~~dynamic~~ quest-based experience system of claim ~~2~~1, wherein the processor is configured to execute the instructions to cause the processor to transmit additional feedback to the narrative endpoint, wherein the additional feedback comprises information associated with the ~~completed~~completion of the first requested task and the identifier associated with the computing device.

~~6.~~ 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.~~ 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.~~ 8. An amusement park system, comprising:

at least one interactive element, wherein the at least one interactive element is configured to provide feedback indicative of a ~~dynamic~~completed task;

a 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~~ first task to be completed by the user~~, wherein the series of tasks is selected such that an~~ based on a first estimated time to complete the ~~series of tasks corresponds with a difference between a current~~ first task, the initial time at which the input was received from the computing device, and the desired time~~; and~~ for the user to arrive at the location of the endpoint;

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

receive the feedback indicative of a completed task from the at least one interactive element ~~associated with the task, wherein~~at an updated time;

determine the completed task corresponds to the first task based on the feedback;

select a second task to be completed by the user in response to determining the completed task corresponds to the first task and based on a second estimated time to complete the second task, the updated time at which the feedback indicative of the completed task was received from 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.~~, and the desired time for the user to arrive at the location of the endpoint; and

output the second task to the computing device.

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

receive additional feedback indicative of completion of the second task at an additional updated time;

determine a difference between the additional updated time and the desired time is below a threshold; and

~~9.~~ output, to the computing device, a message indicative of enabled access to the endpoint of the quest-based ~~experience system~~narrative in response to determining that the difference between the additional updated time and the desired time is ~~configured to:~~below the threshold.

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

receive ~~the~~additional feedback indicative of completion of the second task~~;~~ at an additional updated time;

adjust the desired time to an updated desired time for the user to arrive at the location of the endpoint after receiving the ~~indication of~~ additional feedback indicative of the completion of the second task; and

select a third task based on a third estimated time to complete the third task, the additional updated time at which the additional feedback indicative of the completion of the second task~~;~~ was received, and the updated desired time.

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

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

~~12.~~ 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~~provide the feedback indicative of the completed task to the ~~dynamic~~ quest-based experience system ~~indicative of the completed task~~ upon reading the identifier associated with the user.

~~13.~~ 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, additional 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.

~~14.~~ 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, wherein the computing device is configured to transmit additional feedback indicative of the completed task in response to reading the identifier of the at least one interactive element, and wherein the dynamic quest-based experience system is configured to receive the additional feedback indicative of the completed task from the computing device.

~~15.~~ 15. The amusement park system of claim 8, wherein the ~~dynamic~~ input transmitted from the computing device comprises a selection of the endpoint, and wherein the quest-based experience system is configured to select the ~~series of tasks by selecting only a subset of available tasks~~first task and the second task based on the endpoint.

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

~~16.~~ determine a ~~parameter from~~location of the computing device ~~and to select the series~~ of ~~tasks further based on the parameter.~~the user; and

determine the first estimated time to complete the first task, the second estimated time to complete the second task, or both based on the location of the computing device.

~~17.~~ 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;

determine a wait time associated with the virtual queue for accessing the narrative endpoint;

select a first set of information from the plurality of sets of information based on a ~~determined parameter, wherein the~~ first estimated time to complete a first task associated with the first set of information ~~is associated with a task of a series of tasks;~~ and the wait time associated with the virtual queue;

output the first set of information to the computing device~~.~~ upon selecting the first set of information;

receive feedback indicative of completion of the first task associated with the first set of information;

determine an updated wait time in response to receiving the feedback indicative of the completion of the first task;

in response to determining the updated wait time is above a threshold, select a second set of information from the plurality of sets of information based on a second estimated time to complete a second task associated with the second set of information and the updated wait time associated with the virtual queue;

output the second set of information to the computing device upon selecting the second set of information; and

in response to determining the updated wait time is below the threshold, output a message indicative of enabled access of the narrative endpoint to the computing device.

~~18.~~ 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~~ output a message indicative of enabled access of an alternative narrative endpoint to the computing device based on a progression of the ~~dynamic~~ quest-based narrative in response to determining the interruption is indicative of ending the progress of the ~~dynamic~~ quest-based narrative.

~~19.~~ 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 the progress of the ~~dynamic~~ quest-based narrative;

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

~~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~~19, 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.

~~20.~~