Consider an amusement park such as Disney World which has many attractions and rides etc. You have to design a system to improve the experience of the visitors. You may assume that:

1. All visitors have or are given a device such as a smart phone or a 7 in tablet which has the usual capabilities. If you want any additional sensors you have to specify them along with their purpose.
2. The battery life for the device is enough to last a whole day and they are charged overnight.
3. The whole park has good WiFi coverage.
4. Enough capacity central servers are available if you need them.
5. The Park has a high bandwidth connection to the Internet, if you need it.

Your system may consider offering some or all of the following services:

1. Parking Directions
2. Ticketing
3. Informational
4. Scheduling (for rides for example)
5. Navigation
6. Events
7. Location service
8. Visit Journal
9. Commerce Transactions (paying with credit cards)
10. Safety
   a. Emergency (Police, Fire, Medical)
   b. Evacuation
   c. Alerts

You should consider developing the basic architecture first and define what context you are going to keep.

Feel free to use Rover II structures as much as you like.

Define the architecture of your system, keeping in mind the scalability and fault tolerance/fail soft operation.
For each service offered give:

1. User Scenario
2. The context used
3. Interaction with other users if any
4. Administrative support required if any