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(57) Abstract :

An avatar-based gaming scheme system (100), said system (100) retrieves in real-time, from a gaming scheme stored in a database (106), a plurality of objects, each object of the plurality of objects being represented through an avatar. Process, in real-time, based on data packets received from a user device (108) based on actuation of the user device (108) by a corresponding user, an action on one or more of the plurality of objects based on the gaming scheme in a manner such that the user action is based on changing state of the one or more of the plurality of objects from active to inactive state based on at least one attribute of the object and/or of the avatar. Issue a notification to the user indicative of successful actions performed by the user on the one or more of the plurality of objects.

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