

(12) PATENT APPLICATION PUBLICATION

(21) Application No.202211059089 A

(19) INDIA

(22) Date of filing of Application :17/10/2022

(43) Publication Date : 04/11/2022

(54) Title of the invention : A SYSTEM AND METHOD FOR AN ICON-BASED GAMING SCHEME

(51) International classification :G06F0003048170, G06N0020000000, A61B0034000000, H04L0012413000, G06T0019000000
(86) International Application No :NA
Filing Date :NA
(87) International Publication No : NA
(61) Patent of Addition to Application Number :NA
Filing Date :NA
(62) Divisional to Application Number :NA
Filing Date :NA

(71)Name of Applicant :
1)Chitkara University
Address of Applicant :Chitkara University, Chandigarh-Patiala National Highway, Village Jhansla, Rajpura, Punjab - 140401, India. Patiala -----
2)Bluest Mettle Solutions Private Limited
Name of Applicant : NA
Address of Applicant : NA
(72)Name of Inventor :
1)MANTRI, Archana
Address of Applicant :Chitkara University, Chandigarh-Patiala National Highway, Village Jhansla, Rajpura, Punjab - 140401, India. Patiala -----
2)MISHRA, Rahul
Address of Applicant :ODC-4, Panchshil Tech Park, inside Courtyard by Marriott premises, Hinjewadi Phase - 1, Pune - 411057, Maharashtra, India. Pune -----
3)CHAVAN, Shreya
Address of Applicant :ODC-4, Panchshil Tech Park, inside Courtyard by Marriott premises, Hinjewadi Phase - 1, Pune - 411057, Maharashtra, India. Pune -----

(57) Abstract :

Present disclosure relates to a system (100) for an icon-based gaming scheme comprises network (102), at least one user device (104), icon-based gaming console (106), and database (108). At least one user device (104) retrieves plurality of items and obstacles in real-time, from a gaming scheme stored in database (108). User device (104) process, based on data packets received from the at least one user based on actuation of the at least one user device (104), an action on collection of plurality of items and escape from plurality of obstacles. Notification is provided to user which is indicative of successful actions performed by user on plurality of items and obstacles. Icon-based gaming console (104) is communicatively coupled to the at least one user device (102), where the plurality of items and obstacles along with icon being represented through an icon-based gaming console (104).

No. of Pages : 31 No. of Claims : 10