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## (54) Title of the invention: SYSTEM AND METHOD OF ONLINE GAMING

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## (57) Abstract:

The present disclosure relates to a system (100) for memorizing position of a plurality of pair of tiles, the system includes a processor (202) operatively coupled to a memory (204), the memory storing instructions executable by the processor to receive a request from a computing device (106) associated with one or more users. The processor receives identity attributes of the one or more users from the computing device to generate a unique profile for corresponding users. The processor places the plurality of pairs of tiles in a playing area, each pair of tiles having a front side having matching indications and a back side, each pair of tiles being placed front side down within the playing area. The processor flips the front side of each pair of tiles and match at least two tiles by examining the front sides of each pair of tiles.

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