(12) PATENT APPLICATION PUBLICATION   (21) Application No.202211061632 A

(19) INDIA

(22) Date of filing of Application :28/10/2022   (43) Publication Date : 11/11/2022

---

(54) Title of the invention : SYSTEM AND METHOD FOR VIRTUAL ENTERTAINMENT AND SPORT

(51) International classification : G06Q0030060000, G06F0016245700, G06F0016580000, G06Q0030020000, A63F0013428000 (86) International Application No Filing Date :NA :NA (87) International Publication No : NA (61) Patent of Addition to Application Number Filing Date :NA :NA (62) Divisional to Application Number Filing Date :NA :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)**SHARMA, Ishu** 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)**SINGH, Dhiraj** Address of Applicant :ODC-4, Panchshil Tech Park, inside Courtyard by Marriott premises, Hinjewadi Phase - 1, Pune - 411057, Maharashtra, India. Pune ----------- -----------

(57) Abstract :

A system and method for virtual entertainment and sport, includes a processor 202 operatively coupled to a memory 204 including a set of instructions, that upon execution, causes the processor 202 to retrieve a plurality of objects from a database 106 in real-time. Additionally, the processor 202 processes one or more data packets received from a user device 108 corresponding to an actuation of the user device 108 by the user, where an action on a plurality of objects is executed on basis of a scheme such that the user action is based on moving a platform above a baseline, so that a cannonball bounces at the platform to collide at the object and correspondingly deactivate the object being represented through a brick of an attribute. The system 100 issues for each successful deactivation of the object, along with a score that is at least indicative of previous successful deactivation.

No. of Pages : 28 No. of Claims : 10