(12) PATENT APPLICATION PUBLICATION
(19) INDIA
(22) Date of filing of Application :28/11/2022

(21) Application No.202211068409 A
(43) Publication Date : 02/12/2022

(54) Title of the invention : AN INTERACTIVE ENVIRONMENT

(51) International classification :G06Q0010060000, G06F0016930000, H04N0021431000, H04N0021858000, G06Q0020120000
(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

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(57) Abstract :
Approaches for rendering an interactive environment are described. In one example, at least one source object storing a set of sub-objects may be rendered on an interactive environment. Thereafter, one or more active target objects may be rendered on said interactive environment. The active target objects may be configured in a manner such that upon actuation of the said set of sub-objects from the source object, depending on one or more orientation attributes of the release of the set of sub-objects, a plurality of said one or more active target objects may be inactivated. Thereafter, based on the number of target objects being hit by said source object, timespan since a first sub-object is released, and number of sub-objects contained in the source object, a score may be computed. The score may be of a user associated with the system on which said interactive environment may be rendered.

No. of Pages : 21 No. of Claims : 9