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(54) Title of the invention : SYSTEM AND METHOD FOR PROVIDING INTERACTIVE ENVIRONMENT MODELED ON UNDERWATER CREATURES

<p>(51) International classification :H04W0004400000, H04W0004800000, G06T0019000000, G06F0016958000, G06T0015200000</p> <p>(86) International Application No :NA Filing Date :NA</p> <p>(87) International Publication No : NA</p> <p>(61) Patent of Addition to Application Number :NA Filing Date :NA</p> <p>(62) Divisional to Application Number :NA Filing Date :NA</p>	<p>(71)Name of Applicant : 1)Chitkara University Address of Applicant :Chitkara University, Chandigarh-Patiala National Highway, Village Jhansla, Rajpura, Punjab - 140401, India. Patiala -----</p> <p>2)Bluest Mettle Solutions Private Limited Name of Applicant : NA Address of Applicant : NA</p> <p>(72)Name of Inventor : 1)TULI, Neha Address of Applicant :Chitkara University, Chandigarh-Patiala National Highway, Village Jhansla, Rajpura, Punjab - 140401, India. Patiala -----</p> <p>2)MISHRA, Rahul Address of Applicant :ODC-4, Panchshil Tech Park, inside Courtyard by Marriott premises, Hinjewadi Phase - 1, Pune - 411057, Maharashtra, India. Pune -----</p> <p>3)SINGH, Dhiraj Address of Applicant :ODC-4, Panchshil Tech Park, inside Courtyard by Marriott premises, Hinjewadi Phase - 1, Pune - 411057, Maharashtra, India. Pune -----</p>
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(57) Abstract :

Embodiments of the present disclosure may include a system 100 including a processor 102 configured to render, on an interactive environment on a computing device 112, where at least a set of objects moving in a pre-defined area. In some embodiments, the set of objects may be underwater creatures. The processor may also include rendering, on the interactive environment that may be modeled on the computing device an input from the computing device, and a rod moves between a first position and second position to catch at least one of the set of objects, and corresponding score may be updated. In some embodiments, at least one of the set of objects caught may be inactivated.

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