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(57) Abstract :

A system (100) and method for virtual entertainment and sport, where the system comprises a processor (202) operatively coupled to a memory (204) that includes a set of instructions, which upon being executed, causes the processor (202) to retrieve an object from a database (106) in real-time, where the object is represented through a post apocalyptic creature of an attribute. Further, the system (100) processes in real-time based on 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 the object being executed on the basis of a scheme in a manner such that the user action is based on deactivating the object being represented through a post apocalyptic creature of an attribute.

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