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(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)MISHRA, Rahul

Address of Applicant :ODC-4, Panchshil Tech Park, inside Courtyard by Marriott premises, Hinjewadi Phase - 1, Pune - 411057, Maharashtra, India. Pune -----

2)SINGH, Dhiraj

Address of Applicant :ODC-4, Panchshil Tech Park, inside Courtyard by Marriott premises, Hinjewadi Phase - 1, Pune - 411057, Maharashtra, India. Pune -----

3)MANTRI, Archana

Address of Applicant :Chitkara University, Chandigarh-Patiala National Highway, Village Jhansla, Rajpura, Punjab - 140401, India. Patiala -----

(57) Abstract :

Embodiments of the present disclosure relates to a system (100) and method (300) for enhancing gameplay experience in an interactive gaming environment through dynamic content generation, intelligent opponent behaviour, personalized experiences, and natural user interactions. The system (102) comprises a processor (202) coupled to a memory (204). The memory (204) stores processor-executable instructions. The processor (202) is configured to generate game content in real-time. Next, the processor (202) is configured to train an AI model based on the game content to generate opponents with adaptive behaviour. Thereafter, the processor (202) is configured to personalize the interactive gaming environment by applying the trained AI model. In the end, the processor (202) is configured to enable natural and intuitive user interactions in the interactive gaming environment.

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