

(12) PATENT APPLICATION PUBLICATION

(21) Application No.202211002450 A

(19) INDIA

(22) Date of filing of Application :15/01/2022

(43) Publication Date : 21/01/2022

(54) Title of the invention : GAMING SYSTEM AND METHOD

(51) International classification :G07F0017320000, A63F0009240000, G09B0019000000, G06T0007330000, G06Q0010000000

(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 :

A gaming system (100) for performing game-based cleaning tasks in real-time, comprising:a computer application (102) stored on a computer server (104), to assign the game-based cleaning tasks to players; an image capturing device (106) to capture live projections in form of images and/or videos; and a set of cleaning devices (108a-108m)registered on the computer application (102) such that the players are enabled to access and control the cleaning devices (108a-108m) through corresponding mobile devices (112a-112n); whereinthe computer application (102) comprises: a registration module (200) configured to register a profile of the players; a login module (202) to allow the players to login, a gaming module (204) to generate and allocate the game-based cleaning tasks, a controlling module (206) to enable the players to control the cleaning devices (108a-108m), and a scoring module (208) to generate scores.

No. of Pages : 30 No. of Claims : 10