





THE PROBLEM

Tennis Hall of Fame legends hold massive cultural and commercial potential, yet their legacy exists mostly as static history, with no interactive system allowing fans to actively engage with their signature play styles.

SOLVED BY

A real-time multiplayer tennis strategy game that turns Hall of Fame players into collectible skill cards, driving competitive play while actively promoting and extending the reach of the virtual museum experience.

OUR ROLE

Full Web-Based Game Development
Multiplayer Networking and Matchmaking
User Management System
Trading Card Game Content Management
Complex Ruleset and Card Effects Integration
Card AI Generation Integration

REAL TIME MULTIPLAYER

Custom networking and matchmaking for fast, real-time PvP matches, using authentic tennis set scoring to create smooth, competitive gameplay.

COLLECT SIGNATURE SKILL CARDS

Cards feature signature shots and tactics from real Hall of Famers, letting players build decks that reflect the unique strengths of tennis legends.

AI CUSTOMIZED CARDS

Players can customize their Legend cards, changing the visuals to something unique of their desire, that appear together with character whenever it is played.

Tennis Legends Card Game

Real-time tennis strategy meets collectible digital history

PLAY VIDEO

BRANDED GAMES
LIVE EXPERIENCES
INTERACTIVITY
AR / VR / XR

INFOSYS x CHARLES ELENA x INTERNATIONAL TENNIS HALL OF FAME

READY TO START THE GAME?
www.adenxr.com