**Hitwicket: A Made in India application seeks disruption for Aatmanirbhar Bharat, disrupting the global Esports and mobile gaming industry.**

Hitwicket won the App Innovation Challenge of PM Modi’s Aatmanirbhar Bharat, and it aims at creating an extensive gaming experience for a huge amount of cricket fans across the globe. It has a Made in India game for India and abroad exhibiting several fascinations. This is the right app for PM Modi’s call for a self-reliant nation and Aatmanirbhar App Ecosystem.

Hitwicket is a startup based out of Hyderabad, and it released a new game recently named as Cricket Strategy Game. It emerged as a favorite app in the gaming category among the Made in India applications, being the one launched by PM Narendra Modi.

In early 2020, another app was launched for both iOS and Android, named Hitwicket Superstars, and with both, India comes forward at the global mobile gaming and Esports industry.

The Co-founder of Hitwicket, Keerti Singh stated that there are several opportunities available to come up with the right solutions and something that is ‘Made in India’, and is available for India and abroad. She also added that the best gaming titles ensure the highest engagement. And, to come up with an engaging and best cricket game for the world, they need several innovations in the gameplay and also to ensure fascinations for engaging a wide audience base in the virtual gaming world.

After its launch, Hitwicket Superstars acquired around 900,000 downloads and has its fan base from around 100 countries across the globe. Also, 30% of users of the game are from foreign nations. With this, the game enjoys a huge diversity in the fans and also in their demographics, with 20% being the females and 35% of age 30+.

Furthermore, the team behind the game plans to make India a prime hub for e-sports championships by orchestrating the all-ambitious Hitwicket World Cup, tentatively scheduled for 2023 — wherein users from all across the globe would compete in a virtual IPL-like tournament at zonal, state, national, and international levels.

Keerti Singh also added that it is highly encouraging experiencing the world-class gameplay and the government taking necessary actions for gaming in India and generating potential for the same.

For a long time, Cricket and gaming sector has been widely acquired and populated by the male players and fans, but in 2019, surveys stated that women accounted for about 51% of the mobile game players across the globe. Such trends are evident to the fact the inclusivity is a necessity in the growing Esports and gaming industry and its evolution. Hence, Hitwicket embraces diversity and inclusivity includes the powerful female crickets, and show them equal importance just like their male counterparts.

Hitwicket superstars ensure a virtual gaming world for the cricket fans to own the superhero teams of the cricketers and letting each player exhibit exclusive superpower individually. The app users have the facility of training the team and the players and transforming them into the world-class superstars with exclusive qualities. Players can exhibit immense capability from batsman scoring 12 runs in a single ball to bowlers conceding negative runs and leading the total downwards.

Cricket is a popular and most favorite game and has its roots from histories in India. From shop owners to professionals, every segment of Indian society exhibits immense interest in Cricket.

Co-Founder of Hitwicket Cricket games, Kashyap Reddy stated that their goal is to acquire a giant fan base in Cricket gaming with the growing mobile gaming accessibility and lead India to the top Esports and mobile gaming hubs’ across the globe.

The Esports market globally is estimated to reach 1.5 billion USD by 2013, with top prizes of millions of dollars facilitated by the Esports tournament. With this, Hitwicket World Cup is an upcoming tournament by 2023 for global audiences.

With the facts supported, Mr. Kashyap added that first zonal contests will be carried out among the local team owners, and that will then move on to the state level for the competitions. Finally, that would then move on to the national level and then the international level of the matches.

With this, there would be a higher possibility of the income generated from the grassroots levels for the in-game owners, game veterans, and the local sponsors who willingly mentors the contestants for the prize-winning.

Keerti Singh concluded with a fact that the final goal is not just to entertain and add value and opportunities but it is also to empower the users to get some out of box experiences in their daily lives.