Press any key to start..

CSCI 599:
Applied Machine Learning for Games

Team – BotAlmighty

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Motivation

Scenario we want to change

Our aim 🙂

Objective

- Implementing Dynamic Difficulty Adjustment (DDA)

- Allowing automatic mapping of playing experience with the individual skills

- Providing a clear, general and measurable definition of the difficulty in games

Examples

Super Mario Bros

Speed Racer Arcade Games

Thank You