Segment t_n : circle containing a_{tn}, e_{tn} → Segment t_{n+1} : circle containing a_{tn+1}, e_{tn+1}

$a =$ action space: $-5, ..., 5$

$e =$ emotions vector

$a_{tn+1} = Math.round(e_{tn+1}[\epsilon] - e_{tn}[\epsilon] * 5)$, where ϵ is a specific emotion.

This equation transfers the variation of emotions into the action space. $[-1..1] \rightarrow [-5...5]$

It means that a bigger variation in the player's emotions will cause a steeper change in difficulty.

At each step of the game, difficulty $d_{tn+1} = d_{tn} + a_{tn}$

Complete a segment and record emotions → Find highest $Math.abs(currentEmotions - previousEmorions)$ → Update difficulty for next segment based on previous step → Complete a segment and record emotions