As explained by my teammates, we have used the following points for our research and into the game. For psychological factors , we have- setting targets for enemy to improve motivation factor, immediate feedback system like health and enemies killed and upgrading the level of challenge to increase fun

For Ai, we have used DDA nd waypoints

DDA means Dynamic Difficulty Adjustments, which arranges the difficulty of the player according to his performance based on certain parameters like health. The difficulty can be adjusted by any way like increasing strength of enemies. We discuss more further.

Waypoints are certain points in the game environment which, if together joined form a ciriut and player moves along that circuit throughout the whole game

Killed explains the number of enemies killed. Health shows player health obtained after hitting an enemy. An enemy is killed only when its health is reduced to 0 after player’s hits. Fir a possible analysis, we included the number of times the player fires bullets

Here, when player collides, it I loosing health. When player here has crossed sore of 120, a purple spaceship appears which is the stronger enemy

Here is the whole flowchart of our game mechanism. We have used the DDA to determine the expertise of the player measured by its health. After passing a certain threshold of health, the difficulty level increases by spawning purple spaceships as stronger enemies. If it remains under a certain threshold, the weaker/ red enemies spawn. So player has chance to increase its health in a lower level. During the game player does not know when does his lwevel chnage