

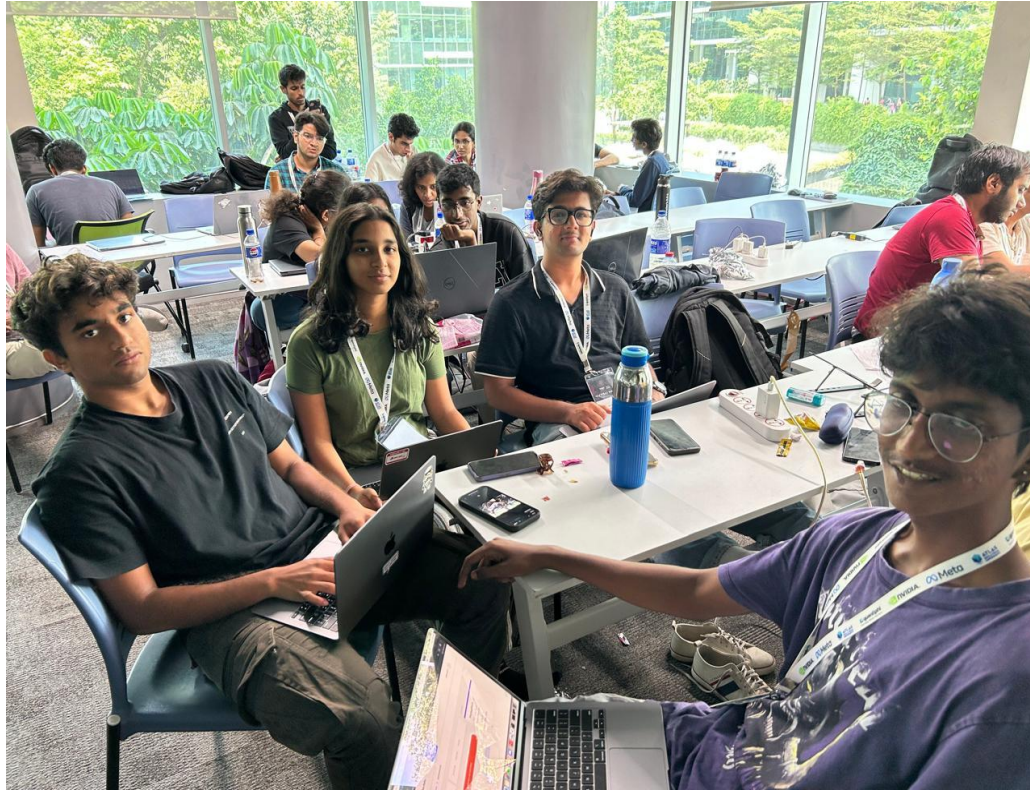
MUMBAI HACKS

Chain reaction game

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Problem Statement

- *Games are for everyone, with varying ability and skill sets.
How can AI personalize game content and difficulty to
match the player?*



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Solution

We will be creating a matchmaking system, dynamic difficulty adjustment, customizable game mechanics, player profiling, and progress tracking with personalized rewards involves a combination of data analysis. Our AI is using MMR(Matchmaking Rating) to analyze each player's gameplay and skill sets to match them with players of the same abilities in a lobby. So players will be playing against players of the same skill sets which will enable fair play in a lobby.

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Thank you