Generic Dynamic Difficulty Adjustment Algorithm

# Previously Outlined Specification

A Generic Genre Agnostic Algorithm, written in plain English – explaining how to use previous player data, create foundational player models and measure in-game performance.

# Resources

Baldwin, A., Johnson, D., Wyeth, P. and Sweetser, P., 2013, September. A framework of dynamic difficulty adjustment in competitive multiplayer video games. In *2013 IEEE international games innovation conference (IGIC)* (pp. 16-19). IEEE.