Title
Adaptation and Assessment (TwoA) asset in TypeScript (v1.2)

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Abstract
Developed within the RAGE project funded by EU within Horizon2020 program. This asset enables a real-time automatic adaptation of game difficulty to player's expertise level. The adaptation algorithm makes use of a stealth assessment algorithm that assigns difficulty ratings and expertise ratings to the players and the game modules respectively. The asset tracks changes in these ratings allowing assessment of players' learning progress either by players themselves or by instructors.

Version 1.2 implements the same sets of functionalities as the C# version 1.2 and includes:
- API for building scenario dependency graphs
- An improved scenario selection algorithm
- The second module for adaptation and assessment based on continuous accuracy only
- Extended parameter setting API

Screen shots
none

Version & change log

<table>
<thead>
<tr>
<th>Version</th>
<th>Date</th>
<th>URI</th>
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<td>1.2</td>
<td>07-Nov-2017</td>
<td><a href="https://github.com/rageappliedgame/HATAsset_TS">https://github.com/rageappliedgame/HATAsset_TS</a></td>
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Source code
https://github.com/rageappliedgame/HATAsset_TS
https://github.com/rageappliedgame/HATAsset_TS/tree/c12f2ebd99df34e8d20b3d9f2aeef519dfb02b7a4

Source code license
Apache License, Version 2.0

Installing the project
https://github.com/rageappliedgame/HATAsset_TS/blob/c12f2ebd99df34e8d20b3d9f2aeef519dfb02b7a4/TwoA-TypeScript/app.ts

Dependencies
RAGE Client-side Asset Architecture: https://github.com/rageappliedgame/asset-proof-of-concept-demo_TypeScript

References