Adaptation and Assessment (TwoA) asset in TypeScript (v1.0)

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Title
Adaptation and Assessment (TwoA) asset in TypeScript (v1.0)

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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. This is the version written in TypeScript language.

Screen shots
none

Version & change log

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<th>URI</th>
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<td><a href="https://github.com/rageappliedgame/HATAsset_TS">https://github.com/rageappliedgame/HATAsset_TS</a>&lt;br&gt;<a href="https://github.com/rageappliedgame/HATAsset_TS/tree/4bdc1a3f32ac149f2bdd42481d7671ba3298ee8">https://github.com/rageappliedgame/HATAsset_TS/tree/4bdc1a3f32ac149f2bdd42481d7671ba3298ee8</a></td>
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Source code
https://github.com/rageappliedgame/HATAsset_TS<br>https://github.com/rageappliedgame/HATAsset_TS/tree/4bdc1a3f32ac149f2bdd42481d7671ba3298ee8

Source code license
Apache License, Version 2.0

Installing the project
https://github.com/rageappliedgame/HATAsset_TS/tree/4bdc1a3f32ac149f2bdd42481d7671ba3298ee8

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

References