

A Review on DISDAIN: An Auto Content Generation VR Game

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Abstract: *This document discusses the manner in which DISDAIN has been conceptualized, developed, implemented, and evaluated, looking into its major mechanics, algorithm-based content creation as well as user interaction and all impact it has made on virtual reality gaming. It explores DISDAIN's design and implementation with much detail to highlight how procedural content generation can improve replayability and immersion in virtual reality games. The results from user testing and gameplay analysis indicate that the game has been successful in providing various experiences that are interesting while at the same time ensuring high levels of player contentment. Besides, this study analyzes technical performance and adaptive AI of DISDAIN so as to project what may be expected from dynamic content generation in VR gaming in future. In general, these results indicate that DISDAIN is a starting point for new developments in VR gaming henceforth while at the same time setting new standards for this kind of game category.*

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