**Multiplayer Score System**

Players in multiplayer matches are rewarded for their actions by increases in a score. The amount that the score increases by is dependent on the action.

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| **Action** | **Score** |
| Body Shot | 100 |
| Headshot | 115 |
| Longshot (Body) | 150 |
| Longshot (Head) | 200 |
| Hand-to-Hand | 75 |
| Point Blank | 125 |
| Lethal | 175 |
| Minor Assist (<50% Health) | 25 |
| Major Assist (>=50% Health) | 75 |
| Tactical | 15 |
| Vehicle Kill | 75 |
| Vehicle Kill (AI) | 50 |

Player’s score is reset to zero at death. When the score reaches a predetermined value, the player receives the option to spawn a vehicle that they customized before the match. They can choose three vehicles to spawn, but each can only be spawned once per match. The vehicles are chosen and customized in a menu. The quality of the vehicle increases its score cost. By customizing the vehicles, a player can add weapons and other technologies, each increasing the vehicle cost. They can also add up to one less than the total seats drivers/pilots who will control the vehicle. This will let them use the full functionality of the vehicle or let the vehicle work without them in it.

Vehicle scorestreaks are stored by the [User Information System](User%20Information%20System.docx).