**Presentation Slides**

1. Reflection on our original idea and the feedback we got. Talking points: The randomness element, how the randomness element could cause non-symmetrical gameplay.
2. How we decided on our current implementation to meet the symmetrical gameplay and non-random goals. Talking points: How we decided to do a variation on the ‘rotating weapon’ 1v1 idea to use the same weapon for both players, how the randomness is removed as both players interact in the same way.
3. Features slide – with screenshots. Bullet points for each feature we will have (Level select screen for example).