

Item	Percentage (out of 40%)
Customized weapons	10%
Random generation of level	10%
Different styles of game play with scaling map	15%
Varying enemy types	5%

## Reasoning:

- For the customized weapons, we believe that this would be worth 10% of the grade due to the complex nature of having different styles and models of weapons as well as their ability to reliably be aimed and used. Not only that, but the weapons lighting and particle effects are very detailed and add to the immersion of the VR game.
- For the random generation of levels, this was also worth 10% of our grade. Since we never learned random generation due to the course materials, this was a big undertaking, especially since the enemy AI needed to be able to navigate to the goal while staying on the tracks.
- For the different styles of gameplay, this would be worth 15%, because this game can appeal to both fans of RTS-styled games and FPS-styled games. The game is playable with only one or the other, but with both this game essentially becomes two games in one.
- The varying enemy types adds diversity within the game, and allows for it to be more than just a simple shooting game. For this reason, we assigned 5% of the 40% allowed to this. It was not a needed feature, but allowed for more fun and diversity within the game.