Rubric (Out of 40% total):

6% - Unique level environments (Maze courses, lighting, etc.)

6% - Totem power-up with growing ability

6% - Time reduction power-up

6% - In-game user interface (with live timer)

5% - Visually creative lighting and meshes for collectibles

6% - End of level user interface (with level final score)

5% - In-game sounds and level music