Submission	Camera	Checkerboard			Sphere			Pyramid						Specular Highlight	I/O Compatibility and others	Total
		Intersection	Reflection	Shadow	Intersection	Reflection	Shadow	Triangle intersection	Triangle Reflection	Triangle Shadow	Square Intersection	Square Reflection	Square Shadow			
10	5	6	5	5	10	8	6	12	8	6	4	3	3	5	4	100