

Procedurally generated map => Replayability => ease of access for level designer (example:Deep Rock)

Upgrade system=> Replayability(example:Hololive)

Gacha system=>Replayabilty(example:Hololive)

Overcome challenge with superb optimization.

Good game feel=>the most important factor.

Stylized art=>easier to manage custom lighting.

3 map with different environments:

Lava map:



Snow map:

Interactive snow by using vertex shaders, can use enemy variant with similar concept.



Jungle map:

Interactive foliage using vertex shaders

