Map Name	Judge	Theme		Style		Aesthetics		Innovation		Gameplay		Overall	
													Scoring
Theater	FluffyXVI	5		7		7		6		8		33	
	CommonCrayon	4	4	5	6	5	6	7	6	6	7	27	29
Softboi Mark	Yashirmare	4		5		6		5		7		27	
Offshore	FluffyXVI	5		5		4		5		4		23	
	CommonCrayon	4	4	4	5	4	4	4	5	3	3	19	21
jaNNN	Yashirmare	3		5		5		5		3		21	
City Climb	FluffyXVI	6		6		4		6		5		27	
	CommonCrayon	6	5	5	5	4	4	5	5	3	3	23	22
jacobST	Yashirmare	3		4		3		3		2		15	
Cliffside	FluffyXVI	10		9		10		8		7		44	
	CommonCrayon	9	10	9	9	10	10	10	8	7	6	45	43
KoryBagel	Yashirmare	10		9		10		7		5		41	
Outpost Omega	FluffyXVI	10		10		9		10		9		48	
	CommonCrayon	10	10	10	10	10	9	10	9	10	9	50	47
cubicApocalypse	Yashirmare	10		10		9		8		7		44	
Siberia	FluffyXVI	6		8		6		6		7		33	
	CommonCrayon	5	5	7	7	7	7	5	5	6	7	30	31
Crashington	Yashirmare	4		7		7		5		7		30	
Garry Home	FluffyXVI	4		8		10		6		9		37	
	CommonCrayon	3	4	7	7	10	9	6	6	9	8	35	34
KlixX	Yashirmare	4		6		8		5		7		30	
Sideways City	FluffyXVI	8		10		8		10		4		40	
	CommonCrayon	7	8	9	10	8	9	10	10	3	3	37	39
Oscar	Yashirmare	9		10		10		9		2		40	
Rooftop	FluffyXVI	5		6		4		4		5		24	
	CommonCrayon	3	3	4	5	4	4	4	4	5	4	20	20
suka melihat	Yashirmare	2		4		4		3		3		16	
Climb the Citadel	FluffyXVI	10		8		7		9		10		44	
	CommonCrayon	10	10	8	8	9	8	9	9	10	10	46	44
LonelyAndLookin4Fun	Yashirmare	10		7		7		8		10		42	
Trajectory	FluffyXVI	8		7		8		7		8		38	
	CommonCrayon	8	8	7	7	7	7	7	6	8	8	37	36
Squidski	Yashirmare	9		6		5		5		8		33	
Reactown	FluffyXVI	7		8		7		8		6		36	
	CommonCrayon	6	6	6	7	5	6	5	6	3	5	25	29
ToasterRoboto	Yashirmare	5		7		6		4		5		27	
Space Elevator	FluffyXVI	10		7		6		10		7		40	
	CommonCrayon	7	9	6	6	6	5	7	8	6	6	32	34
Cousin Vladimir	Yashirmare	9		4		4		8		4		29	
Citadel	FluffyXVI	7		6		6		6		6		31	
	CommonCrayon	7	7	5	6	5	5	5	5	6	6	28	29
Waugh101	Yashirmare	6		7		5		5		6		29	
Windmill Sky	FluffyXVI	8		9		5		8		8		38	
	CommonCrayon	8	8	7	8	7	6	7	7	6	7	35	37
Badger	Yashirmare	7		9		6		7		8		37	
Ricochet	FluffyXVI	8		7		8		7		6		36	
	CommonCrayon	9	8	8	7	8	8	7	7	7	5	39	36
Nawor	Yashirmare	8		7		7		7		3		32	
Rising Tide	FluffyXVI	6		6		5		6		8		31	
	CommonCrayon	4	5	5	5	5	5	7	7	7	7	28	29

murlocman	Yashirmare	4		4		5		7		7		**27**	
Brewery	FluffyXVI	7		7		6		8		6		**34**	**28**
	CommonCrayon	7	**6**	5	**6**	5	**5**	4	**5**	5	**6**	**26**	
Nook	Yashirmare	5		5		4		4		7		**25**	

													Median
													32.5
													Mean
													28.5

Map Name	FluffyXVI	CommonCrayon	Yashirmare
Theater *Softboi Mark*	Lovely atmosphere with nice lighting. Areas outside of the theater are lacking in flair. Some frame rate issues reported. Fun interactivity for Murder		
Offshore *jaNNN*	Fun take on an oilrig concept, but feels a little soulless		
City Climb *jacob8T*	Very interesting concept with a unique visual style, which I loved. However the map felt very cramped - adding a bit more space would have helped this map really breathe		
Cliffside *KoryBagel*	submitted. Needs some work on the clipping especially on the cliffside. Tunnels could use some mild layout changes to help reduce confusion. More routes up the mountain would be		
Outpost Omega *cubicApocalypse*	Fun use of verticality, amazing theme, and incredibly impressive that this was all done using just HL2 textures!		
Siberia *Crashington*	Not the most verticality, but lovely theme and style. Fantastic mix of traitor traps makes it fun to play in on TTT. Minor issues with clipping and displacements.		
Garry House *KlixX*	Limited use of verticality, although there are some interesting mechanics used. Visually stunning. Layout plays well for Murder. Floating island style is not obvious - more focus of this would have really helped.		
Sideways City *Oscar*	Incredibly innovative concept; but not exactly pleasant to play on.		
Rooftop *suka melihat*	Decent idea, but a bit too small to properly flourish. Seems decent gameplay for the gamemode. Only 4 spawns.		
Climb the Citadel *LonelyAndLookin4Fun*	Excellent example of verticality! Wonderful and creative gameplay - was a lot of fun to play through this map. Visuals were decent, but the skybox was bland from higher up in the citadel		
Trajectory *Squidski*	Fantastic central silo area brings the map together. Areas outside of the silo can be a little bland at times. Good use of multiple levels for gameplay.		
Reactown *ToasterRoboto*	Fun concept with a fair bit to do in Sandbox - was fun to climb to the time. Bit more polish with brushwork & spawns would have pushed this map further		
Space Elevator *Cousin Vladimir*	concept is really entertaining to me, executed really well. Could do with some more emphasis on a sci-fi theme rather than general stuff. Overall, more detailing especially in brushwork regards - add frames to windows and doors		
Citadel *Waugh101*	Decent TTT map. Limited weapon spawns and meh texture choices brought this map down		
Ricochet *Nawor*	Verticality + large open spaces doesn't work super well for Murder, but lighting is fantastic. Elevators could do more work to push people out and stop major areas of congestion.		
Rising Tide *murlocman*	Water rising mechanic is super fun! Great concept that could grow a ton with further development. TTT objectives are nice too		
Brewery *Nook*	Layout is simple enough to be engaging yet entertaining. Some parts have limited clipping.		

Category	Guidelines
Theme	How well does your map use verticality? Interesting height variation? Bonus points to maps with innovative ways of moving verticality!
Style	How consistent is the style of your map? Even if your map is a bit ugly, does it have character and it's own personal theme?
Aesthetics	How good does the map look? Realistic maps, maps with interesting settings, maps with good use of textures and geometry etc. will score highly in this category
Innovation	Is the map something unique? Are you trying out something unique and interesting?
Gameplay	Is the layout understandable? Is it fun to play on? If designed for gamemodes like Murder/Minigames/TTT/whatever, does it play well? This catetgory includes things like layouts, interaction; but also includes things like clipping and other polish.