



Audition Results

for Quin's entry

Judged by ElectricEidolon

[EE] An excellent audition. The subtle environmental storytelling that doesn't spoon feed or unnecessarily exposit-- all while remaining intriguing and leaving many mysteries-- is wonderfully done. It's not often we see a character have essentially an insular character arc already in an audition, but we do with Quin as she begins to question her identity. Well written, well polished, well done! I look forward to Quin's journey in R1!

Your final score for the Audition is... 93.5%!

Continue reading for a further breakdown of your score by section.



Storytelling: 15.0 / 16

Bonus points: 0.00 / 3

A very engaging opening that sets up both a hook, curiosity pertaining to the world at large, and foreshadowing. Certainly leaves the reader with a lingering impression of wanting to know more about the world Quin is from and her situation. Quite literally, the character's goals develop out of the events that transpire, shifting from following orders near-mindlessly to questioning her identity. Being given the sudden time alone without any prying eyes of a superior, her motivations to question and be herself evolve rapidly. All of this really leaves the reader questioning the kind of life she must have lived up until this moment for something so world-changing to happen in a small pocket of solitude.

Execution: 52.0 / 55

Bonus points: 0.00 / 2

Fight is very interesting and serves to illustrate Quin's abilities and thought processes well. Environmental storytelling prior to Crossroads is well done. Having two very different characters spend time together and connect at the end was also unexpected and enjoyable. Medium is utilized well. The prefacing poem is a nice touch. Pacing and flow feel natural, easy to follow while remaining engaging. Very interesting plot that doesn't spoon feed exposition. Clear readability; only stumbling point is in the beginning scenes when it can get a little confusing which windraiser is being referred to at certain points. Characters are distinct when they are meant to be-- giving a clear dichotomy with when they are just a numbered soldier. Growth in expressiveness of Quin as she is left alone and questions more and more. Very effective climax, particularly in having Quin's own squad turn on her without hesitation. Very polished, consistent across the entry.

Editing: 5.0 / 6

Bonus points: 0.00 / 1

No complaints here: it's abundantly clear great effort went into editing this. PDF is a solid choice.

Continue reading for an in-depth breakdown of your score, using the rubric. [See Vashle's substack post for an overview of the rubric.](#) The highest score possible per sentence is 1.0— the lowest is 0.0.

With 3 judges— A score of 0.33 means only one judge believed that sentence to be true of your entry. A score of 0.67 means two judges believed that sentence to be true. With 2 judges— A score of 0.5 means that one judge believed that sentence to be true.

Storytelling

Engagement	Hook: 2.00 / 2	
	Hook exists in the entry.	1.00
	Hook is strong & engaging.	1.00
	Foreshadowing: 2.00 / 2	
	Foreshadowing is present in the entry.	1.00
	Foreshadowing is well-done—subtle & engaging.	1.00
	Invest & Impress: 2.00 / 2	
	Easy to get invested in the entry.	1.00
	Entry leaves an impression (ie. reader continues to think about the entry after reading it).	1.00

Overarching Plot Development	Detail: 1.00 / 1	
	Uses elements from the tournament premise well.	1.00
	<i>Bonus: Returning Character from a prior season.</i>	0.00
	Events: 2.00 / 2	
	Character is affected by events happening to them (ie. an event has changed their current physical/mental/socioeconomic/relationship/etc. state).	1.00
	Events affecting the character are appropriate external responses to the character's own behavior, or events that occur give the character more potential to grow & develop.	1.00
	Developing: 2.00 / 2	
	Character is experiencing development caused by the events happening to them (ie. character's response to an event that changed their state).	1.00
	Character development (in response to a given event) is given enough set-up for readers to follow along; the progression feels natural.	1.00
	Goals: 3.00 / 3	
	Character goals are established, or reiterated (if the goal has been established in a previous entry, especially when the goal changes or develops).	1.00
	Character goals evolve in response to character development.	1.00
	Character goals evolve in response to given events.	1.00
	Motives: 1.00 / 2	
	Character motivations are established, or reiterated upon.	0.00
	Character motivations are elaborated with new detail.	1.00

Execution

Creativity in Environment	Setting Usage: 2.00 / 2	
	Entry fight effectively used the environment it took place in.	1.00
	Entry creatively used the environment, either in the setup or fight, or both.	1.00
	<i>Bonus: Created a new location (business, etc.) that expands on the existing setting of Crossroads appropriately.</i>	0.00
	Story in Setting: 3.00 / 3	
	Story is influenced by the setting (ie. story would not happen if it did not take place in the setting used); characters take advantage of the location's elements.	1.00
	Story is so heavily influenced by the setting & its elements it could not have occurred anyplace else.	1.00
	Environmental storytelling present in background details; use the background details to world-build.	1.00
	NPC Usage: 5.00 / 5	
	NPCs are present for their basic functions (God Eater as the host, Miss X as the MC, etc.).	1.00
	NPCs are effectively used for their functions and interact with the world,	1.00

	characters, or protagonist.	
	NPCs are used creatively and their usage leaves an impression on the audience.	1.00
	NPCs affect the protagonist as an event.	1.00
	NPCs help the protagonist develop or give direction to their potential.	1.00
	<i>Bonus: Created a new NPC that expands on the existing setting of Crossroads appropriately.</i>	0.00
Creativity in Medium	Chosen Medium: 3.00 / 3	
	Medium choice is effective for the content of the story.	1.00
	Medium choice is effective for how the characters are portrayed.	1.00
	Medium choice is effective for the atmosphere of the story.	1.00
	Usage: 2.00 / 3	
	Medium's usage is effective in communicating to the audience.	1.00
	Medium's usage excels in communicating to the audience; defining elements of the medium are used well.	1.00
	Medium is used so well, it is difficult to imagine the story told in a different medium.	0.00
	Creativity: 1.00 / 1	
	Medium is used in a creative manner.	1.00
	<i>Bonus: Medium is utilized in a unique manner.</i>	0.00
	<i>Bonus: Entry makes light usage of additional media (ie. illustrations in a written entry, gifs in a comic, etc.) to push the limits of their chosen medium.</i>	0.00
Flow & Pacing	Flow: 1.00 / 1	
	Flow of story feels logical and naturally progresses.	1.00
	Pacing: 2.00 / 2	
	Pacing accelerates when story events are escalating.	1.00
	Pacing decelerates for de-escalating events.	1.00
	Transitions: 2.00 / 2	
	Transitions to new scenes are clear.	1.00
	Transitional style is effective for ending the prior scene's tone or establishing the preceding scene's tone.	1.00
	Atmosphere: 1.00 / 1	
	The collection of scenes' tones come together to create a consistent atmosphere.	1.00
Plot & Scene Organization	Plot: 4.00 / 4	
	Structure of plot follows comprehensible logic (ie. story goes from point A to B).	1.00
	Structure of plot is clear (audience understands the format of the story organization, ie. chronological, achronological, etc.)	1.00
	Plot structure is effective in conveying the content of the plot.	1.00

	Structure keeps the momentum going throughout the story.	1.00
	Scenes: 6.00 / 6	
	Scenes are distinct from one another.	1.00
	Each scene was focused.	1.00
	The conflict in each scene is focused on the scene's goal.	1.00
	Each scene's goal had a purpose in furthering the plot.	1.00
	Scenes had a clear tone or mood.	1.00
	Each scene was interesting.	1.00
Clarity	Readability: 6.00 / 6	
	Story is able to be followed & understood by audience.	1.00
	Actions are able to be followed & understood by audience.	1.00
	Characters are described/drawn clearly and are distinct from one another.	1.00
	Dialogue is clearly portrayed. Spoken & internal dialogues are discernable.	1.00
	Sound effects/onomatopoeia are denoted.	1.00
	Time & location of scene are clearly conveyed; or if time/location is purposefully obscured, the new timeframe/location is clearly different from the prior scene. (ie. comic panels using sepia to portray events in the past)	1.00
Characterization	Story: 1.00 / 1	
	Each character has a clear role to play in the story.	1.00
	Distinction: 1.00 / 2	
	Characters are unique enough to tell apart by speech.	1.00
	Characters stand out from each other visually or descriptively.	0.00
	Persona: 2.00 / 2	
	Each character's speech is consistent with their personality.	1.00
	Characters are expressive; level of expression is in proportion to their personality.	1.00
	Motives & Goals: 1.00 / 2	
	Characters' actions are consistent with their motives or goals.	0.00
	Characters' actions are accurate to their hierarchy of goals & motives.	1.00
Climax	Setup: 1.00 / 1	
	Setup to climax is effective.	1.00
	Climax: 3.00 / 3	
	Climax is present in entry.	1.00
	Climax is effective for the established entry.	1.00
	Climax is satisfactory for the audience.	1.00
	Falling Action: 1.00 / 1	

	Falling Action after climax is effective.	1.00
Polish	Polish: 4.00 / 4	
	No errors in spelling or grammar (excluding dialogue/sfx).	1.00
	"Colorful" descriptions or imagery for each scene. (note: not necessarily "full color" for visual mediums).	1.00
	"Finalized" feeling to the entry— every element is cohesive and works together. If visuals are present, they complement the writing (in dialogue and/or descriptions).	1.00
	Entry's style is consistent throughout the piece.	1.00

Editing

Editing	Spelling & Grammar: 2.00 / 2	
	Spelling & grammar is sufficient for audience understanding of the gist of the scenario.	1.00
	Entry has been proofread and edited to ensure as few errors in spelling & grammar as possible, improving audience comprehension of scenarios.	1.00
	Editing: 2.00 / 3	
	Entry is understandable; information is given to sufficiently comprehend the entry.	1.00
	Entry is concise; enough information is given to sufficiently comprehend the entry. No scenes are redundant or unnecessary; descriptions are clear and vivid without repeating or overstaying their welcome; dialogue is effective and concise while retaining characterization.	1.00
	Chekhov's gun: all elements present serve a purpose or are used ("use" including foreshadowing).	0.00
UX	Platform: 1.00 / 1	
	Entry is presented on a platform with good user experience; seamless experience when consuming the entry. (ie. Cubari.moe is a great experience for reading comic entries by scrolling or flipping pages; .PDFs are best for narrative prose; videos hosted on a streaming platform that don't need to buffer with decent WiFi connection.)	1.00
	Bonus: Communicative: 0.00	
	Creator(s) followed OCT guidelines and was reasonably available for answering organizer(s)'s questions if follow-up was needed when submitting.	0.00

You've reached the end of your feedback document for the Audition. Congrats! Thank you for taking the time to read this feedback. We hope that our feedback helps you on your journey to become a better artist. Take pride in yourself for getting this far already.

Thank you so much for all your hard work!



