LOCAA Contest #8 - Pure Gensokyo!
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Deadline: July 3rd 23:59 GMT

Entries 10 seconds late will be accepted

After losing twice to the maidens of Gensokyo, Junko became interested in the power of Earth's residents. Seeing it as an opportunity, Junko purified everyone she came across! Humans saw their potential unlocked, youkai reverted to their most primal forms, fairies once again became pure impurity. And just like every other incident, it was the perfect opportunity for danmaku!

RULES:
- You must create a boss battle using a character who has appeared in an official touhou game. (Junko may not be used as a boss).
- A bullet can not be modified starting 1 frame after it has been fired.
    - This prohibits changing speed, angle, velocity, etc. as well as changing graphic or size more than 1 frame after the bullet has spawned.
    - It also prohibits functions like ObjMove_AddPattern and ObjShot_SetDeleteFrame with a time greater than 1.
    - Starting 1 frame after a bullet has spawned, that bullet can not be used as a parameter for any functions.
        - This includes ObjMove_GetX, ObjMove_GetAngle, GetAngleToPlayer, Obj_Delete and similar functions.
    - DeletShotAll and DeleteShotInCircle are both prohibited, except at the end of a pattern (to clear the bullets for the next pattern).
    - Emulating any of the "modifications" through any means is against the rules. So even if you don't actually use ObjMove_GetX and ObjMove_GetY on a shot, if you spawn bullets that just so happen to be on that shot's position every frame, that's still against the rules. Just don't be cheap =~=
    - You can use both acceleration and angular velocity as long as they remain constant until the bullet is deleted.
    - Any object that can pchuun the player or that the player can shoot ie considered a bullet, and must adhere to the above rules. Marisa's GFW familiars are bullets. Raiko's drums are bullets. Yoshika is a bullet.
    - If an object can not pchuun the player, and the player can not shoot it, it is not considered a bullet. This includes hitbox-less familiars.
    - The boss is also exempt from these rules.
- To summarize, you can change a bullet the frame it's been spawned, but after that you can't change it in any way.
- An exception to these rules are unique delay and delete effects. For those, finding a bullet's position is allowed.

- Double bosses ARE allowed. For this to be valid, bosses must either share health or both bosses must be killed for a pattern to progress. For example, the Prismrivers and the Tsukumos are okay, while Seiga/Yoshika are not.
- **Minimum script length:** 2 nonspells and 2 spell cards.
- **Maximum script length:** 6 nonspells and 6 spell cards.
- Stages are allowed. During the stage portion only, all enemies are exempt from the bullet rules. You may make a midboss, but **the midboss can not have more than 1 nonspell and 1 spell card.**
- You are allowed 1 survival max.
- Last Words or Last Spells (that being spells that end the moment you die), as well as any patterns that go over the maximum limit, will be ignored in scoring.
- You may use any game engine, not just Danmakufu, for this contest. However, if you are not using danmakufu, please check with the judges prior to the deadline to make sure your engine works.
- You are allowed to work with a partner, but no more than teams of two.

JUDGEMENT CRITERIA:
- Creativity, challenge, and fun factor of the danmaku will be the primary focuses of judging
- Aesthetic appeal will be a minor factor. Good danmaku with zero effects and animation will win out over poor danmaku with amazing graphical effects.
- Remember that quality beats quantity! Don't needlessly pad out your script with patterns you don't put much effort into. Lazy patterns in an otherwise good script can hurt your score. A short and sweet script is better than a long and boring script.
- Game-breaking bugs will result in an automatic zero. Please playtest your scripts before the deadline!
  - Submitting entries early may work to your benefit, as people can test your scripts and provide feedback. In the interest of fairness, the judges won't provide creative feedback until the deadline--but we'll still notify you about potentially problematic bugs or easy fixes (like buggy danmaku or graphical glitches)

RESOURCES FOR BEGINNERS:
- Danmakufu Wiki
- Helepolis's video tutorials (0.12m tutorials) (ph3 tutorials)
- Sparen's ph3 tutorials

JUDGES:
- Sparen
- Kuro Kazekoshi
  - Or whatever he goes by these days
- Tricksticks

- TalosMistake

Credit to AJS for the google docs format