**= BULLET HELL ARTISTRY CONTEST #8 JUDGING =**

**= THATONEFROGXD'S / GREN'S JUDGING RESULTS =**

All entries, as intended with the contest's rules, shall be judged for the work put into creating bullet patterns, both for the stage and boss portions of the scripts submitted. The entries will be judged for the **pattern design** and **creativity**.

As per contest's rules, any visuals regarding the danmaku, on top of any overarching game gimmicks, will **not** be counted into the score.

The judging shall go as it follows :

**STAGE PART - 50 PTS MAX**

**BOSS PART - 50 PTS MAX**

Each entry is guaranteed to be played at least **twice**. Despite being a Hard/Lunatic player, each entry was played on the difficulty recommended by the entree (if applicable).

Each entry will be given a score in full points (as in, no half points will be given).

**Score deductions are present in this judging, and shall be given for:**

* unpleasant sound design and gameplay-disturbing visuals that hinder the

played credit

* inappropriately balanced patterns (way too easy or way too hard)
* breaking the time limit of the stage part (below 40 seconds or above 4 minutes)
* breaking the limit of the boss patterns (below 6 and above 10)

**(If this calms anyone down, don't worry. No entries received penalties during this contest. At least from me, that is.)**

Deductions will always give a penalty of three points subtracted from the total score, but the judge reserves the right to change the severity of the penalty depending on the circumstances that validate it.

Scripts were played in the entree's alphabetical name order, and will be presented as such. Each entry shall be given comments and thoughts in the judging section.

Comments will describe the entirety of the played sections and not the individual patterns (I believe it's better to describe the overall experience in comparison to describing all details, but both are good ways to go about judging, in all honesty.)

Before the judging portion begins, I will outright say that as far as my judging goes, I am a stereotypical "Byakuren Touhou Grand Prix" judge, which pretty much sums it up to how I'm very nice with scoring entries. Despite that, I will be not hesitant with pointing out things that do tend to irk me with certain choices made during the script's production.

**Without any further ado, let us begin.**

**=== JUDGING ===**

**=== Vs. Chevalier by ABBurlap ===**

**STAGE PART - 47/50 PTS**

For the first entry, I was genuinely impressed! The nicely done pacing that didn't feel too fast nor too slow, yet just intense and yet somewhat relaxing -- the balance was just right. Nothing more and nothing less to say.

The bullet patterns were really simple, yet the way they were arranged and fired off by enemies tingled my brain in a very good way.

**BOSS PART - 45/50 PTS**

The wind gimmick really gave the patterns the difficulty it needed for sure! Just like the stage portion, the patterns were really nicely done -- it shows they don't need much (or any, given the somewhat minimalistic approach in regards to design? not sure lol) flashy looks to be fun to look at, or to make it fun while dodging them.

**DEDUCTIONS - -0PTS (Nice!)**

**TOTAL SCORE - 92/100 PTS**

**THOUGHTS:**

Genuinely surprised I get to give such a high score on the first entry -- it's certainly a very well done first impression as the judging has just started. Good job, and kudos! Can’t wait to play this a bit more after I finish writing this!

**=== ShmupCC (?) by AnnaSaysHi ===**

**STAGE PART - 37/50 PTS**

I feel like the patterns were nice, but still somewhat... empty, if I could call it like that? Not much to say here, really.

It was nice, but I feel like it could be a bit better.

**BOSS PART - 39/50 PTS**

Just like above, but I felt that in this case it was a bit better, thanks to that star pattern -- that was certainly my favorite one, for sure! Overall, also just as nice, but I feel there could be a bit more in terms of the overall pattern design.

**DEDUCTIONS - -0PTS (Nice!)**

**NOTE:** Normally I would have deducted three points for lack of being able to tell your invincibility frames after dying.

Upon further judgement of the entry, I decided against it.

**TOTAL SCORE - 76/100 PTS**

**THOUGHTS:**

While it is a nice entry, I do believe that it didn't satisfy my expectations as much as I wanted it to. It was still good nonetheless, and I do hope that the following creations from this entree will keep getting better and better!

Good work, and good luck on the future projects!!

**=== Taste Testing Ceremony by doremy ===**

**STAGE PART - 46/50 PTS**

Even though I've seen some repeating stage patterns here and there, I'm impressed by how uniquely they were used in the stage portion!

Genuinely loved the serene-like feeling I had while doing this! Though I won't lie, this is quite a bit tough stage in terms of difficulty, not that it's unbalanced, though. Nice stuff!

**BOSS PART - 48/50 PTS**

The boss patterns were absolutely gorgeous!! Simple, yet very intricate in formation and design. It's literal eye candy, no more no less.

While it was also just as tough, I didn't seem to have problems with any patterns whatsoever. And that's what I like!

**DEDUCTIONS - -0PTS (Nice!)**

**TOTAL SCORE - 94/100 PTS**

**THOUGHTS:**

Once again, I'm not disappointed with doremy's effort. A genuinely pleasant script with very creatively done danmaku. Well done!!

**=== Seafoam Aspirations by blossom.akemi/Elizabeth ===**

**STAGE PART - 46/50 PTS**

Genuinely amazed with the effort put into the patterns here. The usage of lasers and the wavy bullets had amazed me beyond anything I had imagined from the impressions I had before playing the script. Good effort!!

**BOSS PART - 48/50 PTS**

Danmaku during the boss parts was the pinnacle of the script, no doubt about it. The creative approach regarding each nonspell, while also having it match with each other in regards to presentation, on top of the spells showing off their true beauty -- all of this was like a cake slice which I wish I didn't have to stop eating.   
  
(A very weird metaphor, but it gives off the true meaning of what I felt while playing this entry. lol)

**DEDUCTIONS - -0PTS (Nice!)**

**TOTAL SCORE - 94/100 PTS**

**THOUGHTS:**

This entry caused me huge amounts of joy. I genuinely wish I could say more, but what else can I say if not that it's just… very good? Heh.   
  
Great stuff, all in all!!

**=== Forest Fire by Foxigami ===**

**STAGE PART - 38/50 PTS**

The script surely lives up to its name given how the primary focus was put on the fire bullets! The patterns were quite intriguing, but I feel like there could be a bit more variety in terms of how "intense" the fire danmaku could be done.

Also, yippee fireworks! As shitposty this part may have been in nature, I liked it either way!

**BOSS PART - 40/50 PTS**

Just as I mentioned earlier, though I could tell there was more oomph put into the fiery patterns here, both in terms of design and difficulty.

**DEDUCTIONS - -0PTS (Nice!)**

**TOTAL SCORE - 78/100 PTS**

**THOUGHTS:**

Nothing more to say than the fact that this was quite a nice script! Even if the score doesn't show it as much, it did speak to me

in the terms of creatively using the same type of a bullet in the majority of the patterns. Well done!

**=== TERRENUS -starlit reverie- by Kevinmonitor ===**

**STAGE PART - 43/50 PTS**

I liked the simplicity that slowly devolved into a more intense experience as the stage went on. I really liked this portion despite not being as flashy as I originally thought it would be, considering this entree's previous projects. Nice!

**BOSS PART - 49/50 PTS**

The literal cake with a cherry on top. The presentation of danmaku, the way it's so fun to dodge it on top of how smoothly it goes from one pattern to another, was a literal pleasure to look at.  
  
Genuinely had high expectations and they were met splendidly.

**DEDUCTIONS - -0PTS (Nice!)**

**TOTAL SCORE - 92/100 PTS**

**THOUGHTS:**

Well done with this entry! Normally I am not a fan of fast-paced stuff but so far all entries, including this one, are making it

to the exception list. Bravo!

**=== indigo horizon by kobito ===**

**STAGE PART - 44/50 PTS**

Yet another well done fast paced entry! I am a HUGE fan of minimal design, and this entry has taken this prompt to a heart (in the best way possible, I'm sure)!

Genuinely nicely done fast-paced stage design - the danmaku kept getting me on my toes to make sure I don't get hit, and that's what I like about dodging in general. Not that providing breaks is bad - as I felt this script had done so rather well too.

**BOSS PART - 46/50 PTS**

Genuinely a fan of how the boss had intuitive patterns that still managed to catch me off guard - the way they were presented one after the other felt just

fluid and appropriate. Wish I could say a bit more besides that, though.

**DEDUCTIONS - -0PTS (Nice!)**

**NOTE :** Initially there was going to be a penalty for the flashing bullets which caused me slight eye dizziness, but upon further review I decided against it as my impressions were solidified upon playing the entry for the second time.

(Slight vision problems occured after six playthrough -- these were done to make sure my pattern analysis was done correctly.)

**TOTAL SCORE - 90/100 PTS**

**THOUGHTS:**

While this entry had certainly grasped my respect, the score would have been a bit higher were it not for certain design choices.

I played this six times and it did make my eyesight go on fire for a bit, forcing me to take a break.

Despite that, good job! I heard this script will be released as a full game too, so I'm looking forward to it.

**=== Fictional Spirit Wind by Luna ===**

**STAGE PART - 46/50 PTS**

The stage design felt really cozy in terms of dodging, if that makes sense! It looked really nice and the way it blended simple patterns into elaborate stage portions was something that caught my attention in a positive sense.  
  
Nicely done!

**BOSS PART - 46/50 PTS**

I must say that the patterns took my attention the most in this script. The nonspells felt unique despite following a typical Touhou boss format, and the spells just were really nice to dodge, unraveling their simplistic beauty as they went on trying to kill me.  
  
Geez, Miyoi. LOL (/vpos)

**DEDUCTIONS - -0PTS (Nice!)**

**TOTAL SCORE - 92/100 PTS**

**THOUGHTS:**

A nicely done entry, I would say! While not relating to the main point of the contest, I just wanted to add that it's good to see people using characters that don't get much (or any) attention in regards to danmaku content.  
  
There was certainly a lot of effort put into this and I appreciate it -- good work!

**=== bug police KABUTO by MakutaMatara ===**

**STAGE PART - 48/50 PTS**

This was probably one of the most intense stages I've played in my entire danmaku career (if you can even call it like that).  
  
The creativity had just blown me away to absolute smithereens. Despite my initial worries about how hard it would be to beat this entry, I was surprised with very strictly readable danmaku and very creative stage formations.  
  
A very welcome surprise, that is.

**BOSS PART - 49/50 PTS**

While short, the creativity and effort put into the boss patterns had absolutely wrecked me in the best sense possible.  
  
Upon doing enough practice, the patterns surely feel flashy and cool just from their looks alone, but they're not as hard as they seem to be on first impression.  
  
Brilliant usage of danmaku gimmicks right there.

**DEDUCTIONS - -0PTS (Nice!)**

**TOTAL SCORE - 97/100 PTS**

**THOUGHTS:**

I will say only this -- absolutely beautiful entry.  
  
**Congrats on the highest score from this judge!**

**=== Three Fairies by Norois ===**

**STAGE PART - 34/50 PTS**

The stage wasn't that good, but it wasn't that bad either. It just felt overall average, in my opinion. My genuinely favorite pattern was the death fairy right before Sunny Milk. Overall nice (for your first script, if I recall correctly), and it gets only better from this point, I'm sure.

**BOSS PART - 26/50 PTS**

The patterns weren't as bad as I thought, but I can't help but to say Sunny's final pattern irked me a bit as it just felt like a spiced up Koishi nonspell. The rest were quite fine as well, but I wish there could've been something more.

**DEDUCTIONS - -0PTS (Nice!)**

**TOTAL SCORE - 60/100 PTS**

**THOUGHTS:**

While this might be judged harshly, I tried to be as nice as possible considering this is your first time making a script. It is fine by my standards, but I believe that you can keep making better danmaku scripts with more practice.

Good work either way!

**=== Touhou Eternal Diamond by PickledCow ===**

hhehe. pokermen

**STAGE PART - 38/50 PTS**

The stage on its own felt nice, but I feel like there wasn't enough interesting stuff for me to give a higher score. Just about average, I suppose. Still nice!

**BOSS PART - 42/50 PTS**

The patterns certainly had a lot of good oomph put into them, and I did have a lot of fun from the dodging standpoint! The score would've been a bit higher if not for the fact that EoSD books and LoLK rain were thrown at me.

Azelf's pattern was cool, though!

**DEDUCTIONS - -0PTS (Nice!)**

**TOTAL SCORE - 80/100 PTS**

**THOUGHTS:**

While I had quite a bit of fun playing this entry, I kept spiraling into maniacal laughter seeing Marisa performing her dialogue.

Should've disqualified this entry for ruining my sense of humor. How dare you. /s

Good job either way!

**=== Mothman by PyralFruit ===**

**STAGE PART - 45/50 PTS**

The stage had really gripped me by my hair by trying to catch up with how fairies tried to screw me over with the walls and spiraling bullets -- this is what I like, tensely coordinated mayhem done in a beautiful way. Good stuff.

**BOSS PART - 50/50 PTS**

I'm genuinely beyond impressed. No words can tell just how amazing the boss patterns are, both from design and dodging standpoints.

This script, in this particular boss category, is a **masterpiece**. Very well deserved max score for this category, congratulations!

**DEDUCTIONS - -0PTS (Nice!)**

**TOTAL SCORE - 95/100 PTS**

**THOUGHTS:**

I'm beyond amazed to see such a good script, especially about a cryptid (though this wasn't taken into scoring consideration).  
  
I feel like my inner desire to have creepy/edgy things acknowledged in this contest has been satiated. Great entry!

**=== BHEthal Passageway by Syoudre ===**

oh my fucking god syoudre why /lh

**STAGE PART - 39/50 PTS**

Besides the fact that I was subjected to being bashed with disastrous BHE shitposts one after another, I had quite a bit of fun playing this stage!

Overall nice and rather funny, but somewhat questionable in regards to the balance and visual looks.

**BOSS PART - 38/50 PTS**

I'll outright say that this portion would have a much higher score were it not for the fact that few patterns were literally shitpostified copies from certain fangames.  
  
Housui, despite going Ikaruga mode (or however you kids call it nowadays), was quite cool as an entire fight. The nonspells felt really cool in particular!

I will never forgive bringing back my Rainbow Cave Raid Special Stage trauma, though. (joke)

**DEDUCTIONS - -0PTS (At this point it's a miracle.)**

**NOTE:** This script was almost dsiqualified because of so many questionable design choices, but upon further review I decided against it.

Be it somewhat of a troll script, it's still a solid effort and Housui's boss fight was literally the deciding part. **Thank her, Syoudre. Thank her.**

**TOTAL SCORE - 77/100 PTS**

**THOUGHTS:**

**H e l p m e .**

All in all, still a good script and probably this one wins the funniest script award for this contest. Well done!

**But please.**

**Don't subject me to Ryann Thierry UaUP Dinner again.**

**=== Touhou Lunar Invaders by Valon ===**

**STAGE PART - 42/50 PTS**

I really liked the danmaku here -- the patterns managed to capture my attention even though they were mostly monochrome, and from my personal experiences,

it is hard to make visually pleasing, but also nicely designed dodging-wise patterns that don’t entrance the viewer with colors.  
  
Nicely done right here, I'd say.

**BOSS PART - 41/50 PTS**

Finally, a moonb\*tch script that doesn't want to make me tear my hair out.  
(If you played LuaSTG Activity 7, you know what I'm talking about).

I really liked this boss fight -- the patterns felt really simple, yet really intriguing. My favorite one had to be the one with spinning blue bullets.

You don't see this kind of stuff often nowadays.

**DEDUCTIONS - -0PTS (Nice!)**

**TOTAL SCORE - 83/100 PTS**

**THOUGHTS:**

A very good entry, I'd say. Never thought I'd get to enjoy something that at first sight might seem "bleak" due to lack of colors at first, but this entry absolutely goes against this initial impression. Good stuff right here!

**=== CLOSING THOUGHTS ===**

I won't be lying -- at first I thought I wouldn't be able to judge this contest properly due to the fact that I, myself, might not have enough experience in regards to designing patterns in the first place, but that turned out to be a fortunate false alarm.  
  
After all, you don't need to be a programmer to judge whether a pattern is good or not -- people who play the games and dodge the patterns can also formulate their opinion regarding such things.

And personally, as someone who has been playing shmups of all kinds (not just Touhou, surprisingly!), for more than a decade by now (!!), I feel like I'm confident in being a judge for this BHA (and maybe the future ones too... who knows.)

It was genuinely intriguing how people would approach this contest theme, granted only pattern creativity and design would be judged, and needless to say, my expectations were more or less satisfied.

(Even though it did hurt my heart knowing I couldn't give extra points for pretty backgrounds, sprites, or other cute details… Especially that my career as an artist always put a huge focus on special effects. Ow. **orz**)

Needless to say, I'm glad I decided to take part as a judge for this year's Bullet Hell Artistry contest. I give my sincere kudos to all contestants – congratulations on creating things that people will surely find enjoyable for many days to come!  
  
**Applause to all of you!**

(And I apologize if my comments seem a bit too short than usual. I have much more thoughts regarding each particular section of each script, but were I to write them from start to finish, the judging wouldn't get done until the end of the year, I'm afraid.) /somewhat serious

Please contact me if you would wish to receive a more in-depth critique regarding your script. I would be more than glad to answer any questions you, as an entree, may have.

**Thank you!**

**See you next BHA!**

**- Gren, aka thatonefrogxd**

**=== GREN JUDGING SCORE LIST ===**

1st – Makuta Matara – 97/100

2nd – Pyralfruit – 95/100

3rd – Doremy – 94/100

3rd – Akemi Yune – 94/100

5th – Luna – 92/100

5th – Kevinmonitor – 92/100

5th – ABBurlap – 92/100

8th – Kobito – 90/100

9th – Valon – 83/100

10th – Foxigami – 78/100

11th – Syoudre – 77/100

11th – PickledCow – 77/100

13th – Anna says hi – 76/100

14th – Norois – 60/100