LOCAA Contest #10 - Insider Obfuscation!

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[Deadline: April 2nd 23:59 EST](#)

Entries 14.8 seconds late will be accepted

Taking a page out of Sumireko's book, countless denizens of the outside world have begun their own "humaning away". Gensokyo's residents are disappearing left and right, being replaced by beings from all around the globe and beyond. Seeing this as a dangerous incident, our heroines decide to kick these uninvited guests out for good!

RULES:
- You must create a danmaku battle featuring a character from a non-bullet hell series.
  - **All characters from bullet hell games are forbidden. If you're not sure whether a game is considered a bullet hell, feel free to ask TresserT or the judges.**
  - Your boss can be from a game, a book, a show, anything so long as it is not from a bullet hell game.
  - Characters that are not originally from a bullet hell, but feature in a canon game that is a bullet hell are still forbidden.
  - The point is, there should be no danmaku for you to base your script on.
- Double/Triple bosses ARE allowed.
- **Minimum script length:** 2 nonspells and 2 spell cards.
- **Maximum script length:** 6 nonspells and 6 spell cards.
- Stages are allowed. 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.
- The minimums and maximums apply to the total number of patterns you want judged. If your script has more than one route, make sure there are at most 6 different nonspells and 6 different spells across all routes.
- 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.
- You absolutely DO NOT need to be in locaa to participate in this contest.

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.
- Sprites will not be factored into scoring. We realize how difficult it can be to find sprites of characters from non-shmups.
- 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 of Iria
- Ultimadragon88
- Vigor

Credit to AJS for the google docs format