LOCAA Contest #12 - Make the Old New

[Here's the Entries!](#)

Congratulations to Awalys, the Winner!

[Deadline: November 11, 23:59:59 GMT](#)

Entries like 6 hours late will be accepted (aka submit it by midnight est)

Since it sounds like a good idea and it's a great chance to see how much we've all improved, this contest will be about taking something old you've made and making it new! Or at least making it suck less.

RULES

- You must create a script that is a "remake" of a script that you have previously made.
  - If you're remaking a script originally for a contest with a restriction, the remade script **MUST** also follow the contest's restrictions.
  - In order to make a comparison, you will have to submit the original script AND the newer script.
    - Some scripts might not be available to download due to being super mega old and/or purged from existence. If a video exists, you can link that instead.
  - Unreleased scripts are okay, since you'll have to submit the unreleased script along with the new script. Just make sure that both work and be honest.
  - It may be a good idea to pick an older script, or even your first ever script, as the differences will be more drastic.
- To qualify as a remake, your entry should generally be of similar length to the original script. The patterns within should generally draw inspiration from the original patterns.
  - You don't have to exactly copy the length of the original work. If an idea is absolutely unworkable, it's perfectly fine to omit it and/or replace it with something else. If you made an absurdly long script with repetitive patterns, it's fine to cut some out. If you made an absurdly short script and want to add more to flesh it out, feel free to do so. It's fine to change things.
    - If you think a pattern you made doesn't need many changes, don't change it much.
  - If you want to change the order of patterns or otherwise rearrange things, that's totally fine.
- If you're not using the default ExRumia player, **please** include the player script(s) with your entry. We don't want to run around collecting players or guess which one we should use.

- Anything that was in the original script is allowed to be in this script. You can also only remake part of a script if you'd like, for example only remaking the boss portion of a stage.
- Despite the use of the word "script", entries don't need to be in Danmakufu. If you made something in 0.12m or whatever other engine, it's perfectly fine to remake it in ph3 or LuaSTG or GameMaker or Unity or TaiseiScript or whatever you want.
- Partners are allowed if the original script was made with a partner. In that case, any of the original creators of the script can work together to create the new script too.
  - If multiple people made the original and only a few people want to remake it, that's perfectly fine.
- Anyone can join - you don't have to be in LOCAA to submit an entry. Updates regarding the rules will be posted in LOCAA though, so you may want to check the contest document every now and then if you aren't a member.

JUDGEMENT CRITERIA

- As always, your creativity and how fun your script is will be factored in to your score.
  - Since this is a contest about improvement, how much you've improved will be considered as a part of the scoring.
  - As always, this event is more for fun than a serious competition. Don't worry too much about your final score, and focus on using what you've learned to make things better.
- Make sure your things work. Submitting an entry only for it to throw errors will result in points being deducted or disqualification. Feel free to send your entries to a friend to see if it works.

RESOURCES

- [Danmakufu Wiki](#)
- Helepolis's video tutorials ([0.12m tutorials](#)) ([ph3 tutorials](#))
- [Sparen's ph3 tutorials](#)
- LOCAA itself, along with various others Discord servers that offer help in Danmakufu or other engines

JUDGES

- Trickysticks
- ExPorygon (if he has time)
- WishMakers
- ~~Possibly some community voting scheme if one can be figured out by the deadline~~