

LOCAA Contest #7 - Outsider Occupation!

JUDGING IS 100% COMPLETE

[Click here to see the results!](#)

Somewhere in an alternate timeline, Sumireko's plans to destroy the Hakurei Border have gone horribly right! The Border has fallen and Gensokyo is now exposed to the outside world. While Yukari begins making plans to reform the barrier, Reimu and the others must do damage control in the meantime. Following the sudden emergence of a bizarre new area in Japan, various people from all across the world are now flocking to Gensokyo to investigate. The incoming tide of newcomers must be held back by our heroines!

RULES:

- You must create a danmaku boss battle featuring a character(s) from any other series besides Touhou Project.
 - You may use any media (anime, TV show, manga, etc.) to draw inspiration from
 - **You may NOT use another Bullet Hell game, however! Doing so will get you disqualified! You've got tons of other options anyway, so just don't do it~**
 - If you're not sure if something qualifies as Bullet Hell, please check with the judges before you start working on your entry
 - **As much as it pains me to say this, original characters will not be allowed in this contest.** The point of this contest is to see how well you can translate a non-danmaku battle into a danmaku battle
 - There is no restriction on player characters. You can use whoever you want
- **Minimum script length: 2 nonspells and 3 spell cards overall.**
- **Maximum script length: 6 nonspells and 6 spell cards overall.**
- Stages are allowed. You may also make midbosses/multiple bosses/cameo bosses/etc. so long as you fall within the minimum and maximum nonspell/spell card limits
- You are allowed one survival spell card
- **No attack timer may exceed 60 seconds (including the survival)**
- 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. But whatever you use, please make sure that it's functional and bug-free as possible
- You are allowed to work with a partner, but no more than teams of two.
- *(Optional but HIGHLY recommended) Make at least two distinct difficulty settings for your script*
- To clarify, you do not have to be in LOCAA to participate in this contest. But if you aren't, I would recommend joining the Discord group for it (Contact me, Sparen, GTbot, Ultima, etc. if you wish to join)

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.
 - Whether or not you animate your boss sprite will have no impact on score. You could use a static .png image for all we care
 - This doesn't mean you should ignore aesthetics entirely though, but a little effort can go a long way. Make sure that it doesn't hurt our eyes to look at your script, for starters.
- Remember, you are to use the source material as **“inspiration”**, meaning you are free to take liberties with your script. But also try to avoid drawing *too* heavily from the source if you're porting a battle from another game.
- 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:

- AJS
- Sagaci
 - I playtest most of AJS's scripts and help him come up with ideas (SUCH AS THIS CONTEST). I don't write code, but I'm an avid Touhou game lover and have a keen eye for creativity and originality.
- Sparen