

UWoM Len'en Contest #1 - Monochromatic Madness

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Deadline: 29th of April, +00:00 GMT

Judges: Koukou, om the nom, Tony64

Welcome! Here, you will see everything on what's been covered about the contest.

Rules

1. *You must be a member of the Discord server "Unreal World of Mugenri" (join [here](#)). Not being a member means you cannot participate. Leaving the server at any moment without good reason or noticing any of the judges during the contest will have you automatically disqualified. No exceptions.*
2. You may work either individually or as a team of two. If you had extra help from someone who is not a part of your team for your script, please indicate that in a readme.txt and state what they have helped you with.
3. Any evidence of you stealing or copying another participant's script will have you disqualified.
4. **Do not** torment another mod of the server about the contest (i.e. any of the priests or disciples). If you need to ask questions about the contest, please **only** talk to Koukou, om the nom or Tony64. The rest of the mods are not participating as judges.
5. Diversity on boss choices is encouraged, try not to take the easy ways out with your character choices.
6. You must choose **1 to 3** boss characters.
 - a. **Official** Len'en characters only! Do not use Touhou characters or an OC.
 - b. A familiar associated with the boss(es) or player character is still allowed.
 - c. Duo bosses could be fighting together, or taking turns per spell. It's up to you.
 - d. You may use characters from *Emergency Everyday* if you desired (since it's still technically Len'en), but not [two certain phoneys](#).
 - e. You **cannot** choose Tsurubami Senri as your *boss* character (or a fake like "Tsububami")! This is because of the general theme.
7. You will need to provide the player script that you used for balancing, for the fairness of the judging. It is heavily suggested that you stick to using Len'en player scripts. You may make your own player script for this contest as long as it is an official Len'en character.
8. Spell patterns need to be **original**. We allow variants of spell cards to an extent.
9. The difficulty levels are standard like an Extra Stage: Easy Extra, Extra and Absurdly Extra. If you are unable to make multiple difficulties, let the judges know.

10. Any optional spells not connected with the boss fight will not be scored (e.g. a Last Spell). Make sure all your spells are casted by the same boss fight!
11. No stage segments or midbosses! A boss fight is enough.
12. Do not make the script memish; this is a **serious** contest! Leave memes to Zaro.
13. Give credit to everything you use for your project in a readme.txt (e.g. JynX for using their game assets).
14. You may use any engine you desire to create the script. Danmakufu isn't the only thing! Just make sure to notify the judges beforehand.
15. Submit before the provided deadline. Any submissions after will not be counted.
16. You don't have to be an advanced coder to participate! Even if your skills are basic, feel free to sign up!

Spell Cards

1. **At least:** 4 spell patterns and 2 non-spells.
2. **At most:** 10 spells and 8 non-spells.
3. There has to be at least one **survival attack** somewhere in your script.
4. **Optional:** 1 spell card at max could be a variant of a boss's official spell card. (Please indicate as such in the readme.txt.) **Just to add clarification, variant, while ultimately subjective, is being used here to refer to more direct references of a boss's attacks. There's obvious inspirations and there's directly referencing how an actual card works and making slight alterations. This rule is not designed to limit your creativity, but rather provide you with the opportunity to make one referential attack if you so choose. Just don't be a Hajji.*
5. All danmaku must contain **monochromatic** patterns (could still use coloured bullets), and monochromatic spell backgrounds (regular stage backgrounds exempt from this). The same colour gradient must be present throughout the entire battle. Black/white are included in a coloured monochrome scale too, so you can use those.
 - a. In the case of multiple bosses, each boss must defer to a single monochromatic scheme throughout the entire battle. You may use more than one character and their respective colour in an attack though (so more than one monochromatic gradient is allowed in this instance only *applies to bg's too).
6. At least one pattern referencing Tsurubami. ***does not count towards the earlier variant rule**

Plot Setting to Why Characters Can Use Monochromatic Danmaku

Tsubakura was one day working in their lab at the Senri Shrine. They were mixing potions, but they at one point mixed the wrong chemicals, thus creating a huge explosion! The explosion created a massive black smoke that left the shrine for it to integrate within the clouds above. The clouds eventually rained an ink-like substance across Mugenri.

Various Mugenrians see this as a great potential to use it to their advantage. They collect some of the rain to gain monochromatic-style Danmaku. With this, some gain the urge to try and become the next best leader, while others want to imitate the previous priest to stop trouble.

Might not be much, but it's something. Plot of what happens after this is up to your scripts.

Judging Criteria

- The script will be judged by fun factor (8 points), creativity (8 points) and aesthetics (4 points) on each spell and non-spell pattern. The total will then be converted to a score out of 20.
- We'll also be looking at sound, graphics and other details around the script in general (5 points).
- Each judge will give a final score out of 25, meaning a possible total score out of 75.
- Please value quality over quantity; a short but great script will get a better score than a long and boring one.
- Any major bugs that crashes the game will result in immediate disqualification. Always ensure to playtest your script before you send it!
 - Submitting an entry early has its advantages. Judges cannot provide creative feedback until the deadline for fairness, but if there is an easily avoidable error or something that will result in not getting judged, we will let you know.

Reward

A unique role on the UWoM server separated from everyone else, and placed above everyone else for one week.

Special Thanks

- LoCaA Contest members (and by extension AJS and Sparen) for providing a format and resources to help us organise this event!
- JynX, for making Len'en a thing.
- ...And You!