

Fraz's AFDC1 Judging - Loud Child by Conarnar

Danmaku design:

Nonspell 1: 7/10

Simple but effective. The cluster of sun bullets cover up the bubbles, though, which I really don't like.

Moonblast "Lunatic Rainstorm": 5/10

This is fine as a concept, but it is fiendishly dense. It feels unreasonable to dodge a lot of the time. It's also obviously based on one of her spells in GFW and doesn't feel particularly creative.

Nonspell 2: 7.5/10

Once again, simple but fun. Good use of the shrinking sun bullets.

Moonblast "Superloud Selene": 9/10

Hey, this is actually a really cool pattern! It creates some interesting bullet movement that's fun to navigate, and it feels perfectly fair once you get used to it. Big highlight in an otherwise ordinary script.

Total score: 7.1/10 -> 8.9/12.5

Overall gameplay: 1.75/2.5

No special mechanics, but everything plays fine. A homing shot would've been really nice to have for this particular fight, though.

Theme & Creativity: 4/5

It's Luna Child, but with sun bullets and more aggressive. Sounds about right. I think more could have been done to distinguish her danmaku from her usual style, though, especially with the spell cards.

Visual design: 4/5

Looks perfectly fine, without anything exceptional. The boss sprite and movement are goofy, but they give more personality to a script that's not meant to be taken too seriously.

Final score: 18.65/25

Closing thoughts: It's a simple script that doesn't stand out a ton, but it's fun to play. I don't really have anything else to add.