

## Fraz's AFDC1 Judging - Battle of the Identified by GME

### **Danmaku design:**

#### **Nospell 1: 4/10**

It's just a very basic spiral, and it moves too slow to provide real gameplay.

#### **Nospell 2: 2/10**

The bullet lines are completely static, so you can just park yourself somewhere and that's it. Clearly unfinished.

#### **Identifiable "Blue Mirror": 6/10**

It's a neat concept, but ultimately, it's just a less interesting version of one of her pre-existing spells.

#### **Nospell 3: 2/10**

Yeah... it's the same deal as nospell 2.

#### **Nue Sign "Forgotten Heian Sea": 2/10**

Same thing, again.

#### **Nospell 4: 7/10**

This is nice. It's simple, but makes for some worthwhile dodging.

#### **Nospell 5: 2/10**

Another unfinished pattern that doesn't do anything...

#### **Un-Nue-Like Sign "Danmaku Taotie": 2/10**

...and another one. This is kind of tragic.

**Total score: 3.4/10 -> 4.2/12.5**

### **Overall gameplay: 1.5/2.5**

Nothing special about this one, but it's functional.

### **Theme & creativity: 2/5**

I'm not really seeing the theme here, outside of Blue Mirror. The fact that the danmaku is so unfinished really doesn't help.

### **Visual design: 3.5/5**

It looks basic, and doesn't really have anything unique about it, but it's sufficient.

**Final score: 11.2/25**

**Closing thoughts:** This entry is just plain unfinished, which is tragic. I can tell there were interesting ideas, but they're just not realized in the actual entry. This would have fared better if the patterns that do nothing had been cut, instead of being left in as they are.