

Fraz's AFDC1 Judging - sanae by Microintervals

Danmaku design:

frog murder: 6.5/10

Very slow, and makes you do some sketchy dodges through very tight gaps sometimes, but not a bad pattern. I really don't like the lack of warning on the lasers.

rigged omikuji barrage: 6.5/10

The idea is neat, but it's one of those patterns that ends up just being dodging through a field of random bullets.

something about floods: 7/10

If you actually bother to chase Sanae as she moves across the screen, this is fun! I wish that movement was enforced instead of just being an aggressive way to play the spell.

a miracle (will not happen): 5/10

The lack of warning on the expanding lasers means they're pretty much a guaranteed death on the first run.

This pattern feels too fast overall; there's no time to keep up with both the amulet waves and the alternating lasers. The fact that the amulets can randomly turn around and effectively hit you with two waves at once makes it even worse.

Total score: 6.25/10 -> 7.8/12.5

Overall gameplay: 1.5/2.5

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

Theme & Creativity: 3.5/5

I can see the contest theme in Sanae's outfit and the spell names, but it doesn't feel very apparent in the gameplay.

Visual design: 3.5/5

Default background, with a lot of placeholder-y assets. Points for effort on the custom character sprites, even if they're basic.

Final score: 16.3/25

Closing thoughts: This script feels like the bare minimum to produce a working entry. The ideas have potential, but the execution just doesn't live up to it.