## Foreword and Grading Rubric

Welcome to Taizen’s review sheet for Bullet Hell Artistry, 5th edition!

As a game developer first and a danmaku enthusiast second, I find that the most important thing is good design sensibilities and a respect for the player’s time and energy. As such, you’ll find that my review scores are very primarily weighted around the overall experience of *playing* the game, with less influence from audiovisual presentation or content density.

The metrics through which I assign your entries scores are as follows: Difficulty balance, progression design, polish and prettiness, and overall experience fun factor. The patterns are then rated individually, and the average of those ratings are added to the total.

Following the standard judgment, bonus points are awarded generally in recognition of effort, personality, cute touches, appreciated system features, or choice of engine, should that differ from the norm. The maximum amount of bonus points awarded is 25.

Thus, the maximum score possible is 525 out of 500 (105%).

Example Score Distributions

Difficulty

 00-40 You've missed the mark horribly on difficulty balancing, either as a baseline that's too high or low or through sheer rollercoaster difficulty spikes. Reconsider.

 41-60 The danmaku is approximately the intended difficulty, with maybe some outliers.

 61-80 Your script is fairly appropriately rated and balanced.

 81-100 Your pattern work and difficulty balancing stands well not only amongst itself but also when compared to the general guideline of published canon and fanworks.

Progression

 00-40 Did you just end the fight with a one-phase solo nonspell?

 41-60 Either the placement of some attacks was slightly off or the work had a lifebar or two that really makes you wonder if it's there to fill time.

 61-80 Your work showcases a general aptitude at structuring fights well, with little error.

 81-100 Fantastic beginning, middle, and end, with accented highs and no lows to speak of.

Prettiness

 00-40 Bordering on actively hurting the eyes or ears.

 41-60 Serviceable if unremarkable in the presentation department.

 61-80 Not bad at all, something about the graphics or music was appreciable.

 81-100 This is a level of presentation that outstrips the scope of a jam game lmao

Fun Factor

 00-40 Getting to the end of this took effort. Would try not to do again if it can be helped.

 41-60 Perhaps it's inconsistently fun or consistently serviceable. But it avoids being bad.

 61-80 Some pretty solid execution and pattern/systems design going on here, nice work.

 81-100 I have almost certainly played this more outside of judging because it's just fun!

##

## Grades

| Beyond perfection! | SS | >500 | >100% |
| --- | --- | --- |
| Utterly sublime! | S | 450~500 | 90.0~100% |
| Pretty good! | A+AA- | 417~449 | 83.4~89.8%384~416 | 76.8~83.2%350~383 | 70.0~76.6% |
| Not bad! | B+BB- | 334~349 | 66.8~69.8%317~333 | 63.4~66.6%300~316 | 60.0~63.2% |
| Acceptable | C+CC- | 250~299 | 50.0~59.8%200~249 | 40.0~49.8%150~199 | 30.0~39.8% |
| Subpar | D | 100~149 | 20.0~29.8% |
| Exclusively dismal | F | <100 | <20% |

## Kaleidoscopic Dayglow

by MarchosiasNull

No difficulties

| Difficulty | Progression | Prettiness | Fun Factor | Pattern Score | Adjustments |
| --- | --- | --- | --- | --- | --- |
| 55 | 60 | 75 | 60 | 50 | 12 |

| Adjustment | (+15) Congrats on your first-ever published work! complete with custom assets and a DNH system (which I know is obnoxious as balls)(-3) There are artificially inflated pauses in the system for some reason |
| --- | --- |
| Total Score | 312 of 500 | 62.4% | Not bad! (B-) |

Nonspell 1 ✔

 Very tiny bullets?? neat stuff otherwise

International Currency Exchange ❌

 Fine, but also basic, extremely slow

Nonspell 2 ✔

 i died on this one because I am very dumb

The Golden Key ✔

 well i do always like macro bullet shapes

 gameplay wise, it was Fine?

Nonspell 3 ❌

 The firing angles on the Aya circles is not fantastic and walls the player super easily

 There isn't anything else really occurring in this attack

Trouble in Paradise ✔

 Mostly inoffensive

Nonspell 4 ❌

 Extremely basic, but serviceable? I generally like simple and straightforward patterning though,

 WAY too much health though

Cryptocurrency Crash ✔

 Liked this gimmick a lot lmao

Creation of a Card ❌

 uhh I went to poc at the start of the card and got telefragged

 It's extremely slow and poorly paced, and doesn't really get that challenging

Kaleidoscopic Dayglow ❌

 over before it started, almost? The HP was pretty low for a final and there wasn't much

 scaling to speak of pattern-wise

## BHA5 by Pickled Cow

No difficulties

| Difficulty | Progression | Prettiness | Fun Factor | Pattern Score | Adjustments |
| --- | --- | --- | --- | --- | --- |
| 30 | 70 | 70 | 45 | 70 | 11 |

| Adjustment | (+12) Godot, nice! The shaders and backgrounds are great. The pre-fight is cool and the translucent window is alright?(-1) No continues, no bombs, no spell practice... |
| --- | --- |
| Total Score | 296 of 500 | 59.2% | Acceptable (C+) |

Entry runs like ass after the background shift occurs, even at 20% rendering

Introduction ✔

 Caught me off guard a couple times, but at least it's at the beginning.

 I do love me some forced macrododge movements so I'll give you the point.

Nonspell 1 ✔

 *(This comment left empty.)*

big laser ❌

 :|

 Alright

Nonspell 2 ✔

 Challenging, mostly fair, fun to play

you gonna get speared (1/2)

 While I liked this pattern on a technical level it's fucking impossible?

And then I couldn't get to the rest!

Consider no-background or otherwise low-spec settings. As soon as the fire background

kicks in the game's framerate chugs to all hell and I suddenly obtain as much as one half of a second of input delay. It's pretty bad.

Because I literally could not get to the back half of this script, I can only really judge the preceding five patterns and score them accordingly. Sorry!

## Singing Duo

by Brown

There was one difficulty and it was "n"

| Difficulty | Progression | Prettiness | Fun Factor | Pattern Score | Adjustments |
| --- | --- | --- | --- | --- | --- |
| 40 | 10 | 35 | 45 | 0 | 0 |

| Adjustment | ⚠ This entry was disqualified due to its use of a forbidden character (Hatsune Miku). |
| --- | --- |
| Total Score | **Disqualified** *| 130 of 500 | 26.0% | Subpar (D)* |

Technically disqualified lmao

Nonspell 1 ❌

 *(This comment left empty.)*

Trial and Error ❌

 This spell design kinda stinks

Nonspell 2 ❌

 Too fast? lmao

Hazzardous (sic) Note ❌

 Please pick a different big bullet texture, or make your own? This enormous bullet is bad

Nonspell 3 ❌

 This is fine, but really monotonous

Dissonances and Consonnances (sic) ❌

 Bullets move way too fast, yet are sparse enough for the motions the bosses make to not really matter much because they’re decently likely to miss you entirely.

Nonspell 4 ❌

 These movement routines are really basic and bad lmao

 Really terrible final material, and that’s before you consider that it’s not even a spellcard

## Darkness over the Hill

by Syoudre

played on Normal

| Difficulty | Progression | Prettiness | Fun Factor | Pattern Score | Adjustments |
| --- | --- | --- | --- | --- | --- |
| 65 | 75 | 65 | 65 | 67 | 12 |

| Adjustment | (+12) The ease of shottype switching, I guess I'm biased towards that lmao. Also the portraits are pretty well-done |
| --- | --- |
| Total Score | 349 of 500 | 69.8% | Not bad! (B+) |

Nonspell 1 ❌

 extremely small bullets and also subtract blended ones (i hate those)

The Piercing Ray on the Primordial Darkness ✔

 extremely weird Ten Evil Stars (there were six) (what was the deal with those bubbles (dark))

Nonspell 2 ✔

 we love curving lasers! five stars

The Awakening of the Night-Touched ❌

 This one took a really long time and for What?

Nonspell 3 ✔

 very good actually (it's almost a shame this was a nonspell and not a full spellcard)

They Who Hate The World; They Who Stalk Within The Darkness ✔

 this is like a modular spell but ??? - i do enjoy the wibbly wobblies tho

## Frigidness under Cold Kingdom

by Makuta Matara

played on Original, then Novice,

| Difficulty | Progression | Prettiness | Fun Factor | Pattern Score | Adjustments |
| --- | --- | --- | --- | --- | --- |
| 15 | 60 | 60 | 35 | 27 | 10 |

| Adjustment | (+10) This entry and its custom system overflows with personality and shows great technical ability with the engine. |
| --- | --- |
| Total Score | 207 of 500 | 41.4% | Acceptable (C) |

F\*CK

I have mixed opinions on the system. Presumably the game is balanced around the extra

DPS offered by guns but holding your fire to charge guns is just not a satisfying

gameplay design. If you don't engage in gunplay though, or at least, charging up a

rocket launcher, then everything takes an unbelievable amount of time to kill. why?

Also - I’m sorry - I really dislike, just, the general HUD aesthetics.

Nonspell 1 ✔

 This is a fun pattern to play and to look at. Good job!

Infinite Blade Carving ❌

 hehe eye bee pee

 You captured the Kaisendo flair greatly, but like, why did you think to do this?

 The pattern takes SO long, also, like this is way too much health for a pattern that's designed like this

Nonspell 2 ❌

 This pattern is unbelievably difficult to read lmao

 I like the general gameplay design but the execution needs to be tweaked

Infinity Blade Pavillion ❌

 There are too many moving parts in this one, all the time- the elegance of

 prior attacks with the delay lines and warnings is kinda lost.

 It is, also, unrealistically difficult again

Nonspell 3 ✔

 simple and to-the-point- very good. love this design and pacing

Pykrete Castle Crashers ❌

 I like the maze gimmick but the alternating nature of the patterns is a (thumbs

 down emoji) for collaboration vibes

 The general pacing of the script is completely fucked with this one also

Nonspell 4 ❌

 I hate this lmao

Risk of Rain ❌

 What is with this competition and having eye-straining shrinking zones

 (Oh wait, that's a Fortnite reference, isn't it)

Nonspell 5 ✔

 Reading these flashes of lights fucking SUCKS

 That's my only complaint in an otherwise perfectly cromulent design

Avalanche on the Polar Peaks ❌

 Pong/10

 Again: Cool

 Again: Why?

Fourteen Nights at the Ice Kingdom ❌

 Just you know, too much, again. Sorry.

## Calico Cats

by luna and roka

No difficulties

| Difficulty | Progression | Prettiness | Fun Factor | Pattern Score | Adjustments |
| --- | --- | --- | --- | --- | --- |
| 75 | 75 | 65 | 55 | 75 | 12 |

| Adjustment | (+11) A custom engine for RPG danmaku? I'm already invested.(+1) Thank you so much for the Mario Paint rendition of the BGM. I love it.⚠ This entry was disqualified due to its two solo-character attacks that feature the same character. |
| --- | --- |
| Total Score | **Disqualified** *| 357 of 500 | 71.4% | Pretty good! (A-)* |

Genshin.

I love the visuals. Crunchy blown-up pixels is literally my favorite aesthetic

The lack of a spellcard BG doesn't do this a lot of favors also

Nonspell 1 ✔

 Simple, cute, on-brand, inoffensive

 -> Patterns in which No Bullets are Spawned at an Offset: 1/1

Rainbow Road ❌

 See the above (unfortunately)

 -> Patterns in which No Bullets are Spawned at an Offset: 2/2

Nonspell 2 ✔

 *(This comment left empty.)*

 -> Patterns in which No Bullets are Spawned at an Offset: 3/3

Diona Special ✔

 I'd really rather the deflected bullets get deleted or maybe at least reduced

 in alpha...!!!

 A fine gameplay design, otherwise.

 The green bullets in this spell don't read well against the background at all.

 -> Patterns in which No Bullets are Spawned at an Offset: 4/4

Nonspell 3 ✔

 *(This comment left empty.)*

 -> Patterns in which No Bullets are Spawned at an Offset: 5/5

Nya Nya ✔

 The paw shapes are nice! It's a shame the pattern \_looks\_ messy

 It's fine, though, it's an alright pattern to dodge

 -> Patterns in which No Bullets are Spawned at an Offset: 6/6

Nonspell 4 ✔

 All of these nonspells are like, okay?

 -> Patterns in which No Bullets are Spawned at an Offset: 7/7

Nyancat ❌

 The bullet deflection is back (derogatory)

 Definitely would've recommended an SFX associated, or a visual effect, or at least

 a common visual representation of Diona's shield.

 -> Patterns in which No Bullets are Spawned at an Offset: 7/8

 (oh my god!)

## The Renaissance of Vernacular Disassimilation

by Ryann1908

No difficulties

| Difficulty | Progression | Prettiness | Fun Factor | Pattern Score | Adjustments |
| --- | --- | --- | --- | --- | --- |
| 75 | 60 | 75 | 80 | 50 | 14 |

| Adjustment | (-1) You need to apply screen settings upon opening the game :)(+15) Jokes aside, the EoSD facsimile is actually extremely charming, good job. (-1) I still hate your project and spellcard naming(±0) you chose to have a power system in this(+1) I gave you bonus points for Having A Stage Last Time so I'll Be Nice I Guess |
| --- | --- |
| Total Score | 354 of 500 | 70.8% | Pretty good! (A-) |

Nonspell 1 ❌

 wall central (derogatory)

Unending Captivity ✔

 there are better ways to cage in the player!!! these bullet spawn effects super suck.

 if the pattern design weren't fun i would have ended you

Nonspell 2 ✔

 fine and inoffensive. fun, almost (see below for more whining about laser alpha)

Piercing Streak ✔

 This was terrible on a first run but after you figure it out it's actually kinda neat and fun

 but just static enough to where it'll get old before too long ... !

Nonspell 3 ❌

 have you been playing the original lunacy star recently

 Jokes aside, this laser draw order x alpha x the other bullets setup is not fantastic

 It's mostly fun to play but heaven help you if you get sniped by a bullet that travels along a laser path

Dwindling Plummeting ❌

 PLEASE stop with the superspeed leaves

 super tight and for what

Nonspell 4 ✔

 This Time There Are Four Of Them

Bowditch Enchantment ❌

 Bright, confusing mess that sort of just hurts the eyes

 Having the three additional entities shoot the same pattern AGAIN doesn't do you favors here

## Multi-dimensional Convocation of Unexpected Genius

by Kevin Mink

Played on Original

| Difficulty | Progression | Prettiness | Fun Factor | Pattern Score | Adjustments |
| --- | --- | --- | --- | --- | --- |
| 65 | 80 | 85 | 85 | 100 | 18 |

| Adjustment | (+18) Everything about the DNH package assets here are charming and effective, and the player shots and portraits are very well-done as well. :bhestie: |
| --- | --- |
| Total Score | 433 of 500 | 86.6% | Pretty good! (A+) |

Nonspell 1 ✔

 I died before the loading screen disappeared :)

 Jokes aside: there's a recurring trend in this whole script of attacks that are basically impossible at first blush that actually aren't that bad once you get used to them. It's a very bold design choice.

Indescriminate Burning of Karakasa Bridge ✔

 This one's super hard to figure out blind lmao

 Really cool spell design though, just the right amount of demanding

Nonspell 2 ✔

 Oh it's so fast. I like it though

Unstoppable Rainfall and Unbreakable Haniwa Barrier ✔

 This is one of those cases where I'd excuse a text-based instruction at the start

 of the spell lmao

 Again, once you figure it out, not bad, "what the hell is going on" until then though

Rainbow-Colored Amazement-Inducing Immolation ✔

 Oh my god I actually got this one on my first (second) try

 Looks way more threatening than it is

Terracotta's Gay Supernova ✔

 Alicia Bell Spell is that you??

 joking aside, I like this pattern, both of its phases

 It feels very Kaguya And Mokou At The Same Time, which is great

## Unbelievable Allies

by Pivot Lever

No difficulties

| Difficulty | Progression | Prettiness | Fun Factor | Pattern Score | Adjustments |
| --- | --- | --- | --- | --- | --- |
| 50 | 30 | 35 | 45 | 50 | 8 |

| Adjustment | (+8) You went to the effort of making your own portraits and assembling extra menu features like the story thing, which is pretty nice.⚠ This entry was disqualified due to its two solo-character attacks that feature the same character. |
| --- | --- |
| Total Score | **Disqualified** *| 218 of 500 | 43.6% | Acceptable (C)* |

The total lack of shot sounds dings the pretty score considerably.

Nonspell 1 ✔

 *(This comment left empty.)*

Another Bunny Asked Me to Help Her ❌

 The movements are really hard to read and kinda messy

Nonspell 2 ✔

 *(This comment left empty.)*

I Can't Fly, so I'll Ride ❌

 The warning laser doesn't commit i.e. Erina still aims at the player even though the telegraph was pointed elsewhere. This is, plainly, not ideal.

Nonspell 3 ✔

 Basic and inoffensive, like basically all of these nonspells.

Because Ms. Bunny Asked Me To ✔

 This is basically the best-designed collaboration spellcard in the crop of them, so I’m giving this one the point.

Nonspell 4 ✔

 *(This comment left empty.)*

I Can Bounce from the Walls ❌

 Not particularly pretty, lots of random spam. Again with the noncommittal

 warning lasers...

She Said to Shoot ❌

 No build up or anti-cheese in this extremely simple take on Honest Man's Death

Mind Explosion ❌

 I don't agree with the decision to make the final a solo card, much less one that’s as impotent as this one. There’s no phases or escalation and the danmaku design itself is inherently Not That Threatening. Looks alright, though, I guess.

## Underground Forgotten Soul

by Samario

No difficulties

| Difficulty | Progression | Prettiness | Fun Factor | Pattern Score | Adjustments |
| --- | --- | --- | --- | --- | --- |
| 15 | 40 | 65 | 30 | 23 | 10 |

| Adjustment | (+10) Love Undertale. Thank you for spreading the Game Maker love! (But also, consider upgrading to the latest version sometime.) |
| --- | --- |
| Total Score | 183 of 500 | 36.6% | Acceptable (C-) |

[exhales for two hours]

For future reference, please include story skips. Judges have to play your script more than once

and putting an unskippable, **non fast forwardable** cutscene that lasts at least a minute and a half even while mashing is not a fantastic gameplay experience.

This is the most useless flashbomb I think I have ever seen, and it is charged by utilising the

smallest grazebox that I have ever seen- which turns off for a few seconds after you get hit, despite the fact that getting hit doesn't clear the screen ?!

Nonspell 1 ✔

 Starting off strong, I see. It's alright?

 However, it bodes ill for the state of HP counts for the rest of the script.

Death Loop Black Butterfly ❌

 *(This comment left empty.)*

 -> Attacks that last more than 45 seconds: 1/2

Nonspell 2 ❌

 This is really rough for a second nonspell, don't you think?

 I mean, the design is kinda fine, but also the visual business hurts the eyes

 -> Attacks that last more than 45 seconds: 2/3

Seven Sages' Barrier betwixt Human and Monster

 Alright, time out real quick.

This pattern encapsulates a number of design, presentation, and prioritisation issues that I have with the script all at once, so I might as well engage in wall mode on this one.

The grazebox is so small that you can't supergraze the helix at the bottom. Not that you can sit in one spot down there anyway with the constancy of the bullet pattern being interrupted by Yukari.

I actually glazed over what is probably THE MOST IMPORTANT BIT OF INFORMATION in your "helpful tips" because it was the fourth! long line in a row. A backshot is way, way, way, way, way, more important to get communicated than, again, the most impotent flashbomb I've ever seen in my life.

The fact that this is the first pattern designed to be taken out primarily with the backshot actually also stamps out the question of whether these patterns were written with the player's attack capabilities in mind- Which makes the fact that basically every pattern comes within 10 seconds of timing out EXTRA egregious- it gives the sense that you actually intended for each of these patterns to take upwards of 30 seconds, which is further made grueling by how generally difficult ALL OF THEM ARE. What is the end goal here?

Seven Sages' Barrier betwixt Human and Monster ❌

 The design is alright, otherwise.

Nonspell 3 ❌

 I guess this is kind of like Aya MoF's final, except scuffed?

The Martyr Spirited Away ❌

 sick wings

 Unfortunately there is no real progression mid-pattern and the content of it is kind of substanceless

Nonspell 4 ❌

 The flower pattern is WAY too fast. Just sort of assume that each of these patterns have a footnote about having too much HP from here on out, okay?

Terrible Memory of a Great War ❌

 Not to be rude - but do you have something against effective telegraphing?

Nonspell 5 ✔

 I'm actually going to give this one the check because it's not impossible and can actually be killed before the 10 second countdown starts

Forsaken Buttercup Tainted by Spirits ✔

 This one swings way too far in the other direction and becomes too easy.

 Which tempts me to give this one the green light as well,

Nonspell 6 ❌

 Okina is that you

 By the way, why does this nonspell have a 99 second timer?

Cursed, Forsaken Locket ❌

 Restrained-circle spells are in vogue in this competition, really

 Had kind of a fun time leaving the circle on purpose and watching the FPS tank (thanks, Game Maker)

 The visual and thematic identity of this one doesn't really hit the mark at any point

Forgotten Heroes' Elegy ❌

 What is with this competition and having solo final cards??

 In any case, it's super long, and while it does evolve, it kind of just evolves into a mess

## BHA 5 by Texel

No difficulties

| Difficulty | Progression | Prettiness | Fun Factor | Pattern Score | Adjustments |
| --- | --- | --- | --- | --- | --- |
| 55 | 35 | 45 | 35 | 50 | 12 |

| Adjustment | (+12) The amount of work that goes into any Pico-8 project has to be rewarded. Just as much as it should be questioned why one would attempt something as arduous as a touhou-like in it, |
| --- | --- |
| Total Score | 232 of 500 | 46.4% | Acceptable (C) |

Nonspell 1 ✔

 Pentagons are pretty cool. I’ll take it

Spell 1 ✔

 This pattern's okay. The criss-crossies are fun to get through and the moment when the subpatterns overlap puts the fear of God in my eyes

Spell 2 ❌

 The movement patterns in this look interestingly organic maybe

 Pretty easy to get walled though

Spell 3 ❌

 The heart shape is cool but *playing* this pattern really sucks lmao. It’s unbelievably one-note and simply not fun to get through.

Spell 4 ✔

 Gotta get the mileage out of the heart generator, eh? This is my favorite spellcard in the bunch- the pacing is nice and the patterning and trajectories and such are appealing.

Spell 5 ❌

 The toss is hard to deal with because Keine-As-A-Bullet is thick as hell and she explodes into an unreasonably dense (for the engine) burst, which is made more difficult to deal with than usual because of the relative lack of visual clarity all-around. Aside from that, this pattern lasts quite a long time for how little it changes.

## Dream Land Rift

by Akemi Yume

No difficulties

| Difficulty | Progression | Prettiness | Fun Factor | Pattern Score | Adjustments |
| --- | --- | --- | --- | --- | --- |
| 70 | 75 | 85 | 75 | 73 | 18 |

| Adjustment | (+18) What staggering improvement from the previous BHA entry of yours I'd played! Very inspiring. The UI and frame effect on the bullets is also very pretty. Nice work! |
| --- | --- |
| Total Score | 396 of 500 | 79.2% | Pretty good! (A) |

This is a personal request to never, ever, ever again, ever, draw score splashes above enemy bullets.

Nonspell 1 ❌

 Okay, I HATE these dark stars. I'm biased against dark-center bullets in general, though.

 Fine pattern, neatly establishes the theme for every nonspell going forward.

Rose Destruction ✔

 The callbacks to Marx's canon patterns are represented wonderfully here.

 Do not at all agree with the decision to make the center end of the delay lasers the safe place to be, though, that's just misleading telegraphing.

Nonspell 2 ✔

 Perfectly cromulent. The dark stars aren't super annoying on this one.

Soul Piercing Needle Storm ✔

 I like the concept here. Execution feels a little loose timing-wise but it's a fun attack, and again a very nice callback to canon patterning while highlighting their teamwork. Good job.

Nonspell 3 ✔

 Not sure what happened but I just got impossibly walled on the first wave, followed by every subsequent wave being completely trivial.

Event Horizon Decompression 1/2

 Fantastic concept! Absolute mess to dodge. The telegraphing feels insufficient and the rice bullets come off as vaguely unfair more often than not- way too fast and the static angles make it harder to read than it should be. Half point though, because I like the idea.

Nonspell 4 ✔

 This one looks, plays, and feels nice. This pattern style is starting to get a teensy bit

 stale by this point in the fight, though.

Blood Vessel Sever ✔

 Cool design, but if the intent was to force the player to dodge through the decayed laser

 rubble then the follow-up waves didn't REALLY achieve this.

Nonspell 5 ❌

 My reasons for hating the dark stars in the first nonspell come back with a vengeance here. Kind of a mess, not super duper exciting because the delayed salvo of aimed stars (that are much easier to read, by the way), are no longer there.

I Can Do This On My Own!! 1/2

 I'm going to give this one a half-point because it's kinda not really a pattern so it wouldn't be fair for me to give this a pass \_or\_ a fail.

Finale ✔

 Too long of a wind-up. Really cool otherwise, a lot of care and attention went into this musical synchronisation. Kind of ends abruptly after not enough buildup and the green bullets are perfectly horizontal and like always lined up so they're kind of completely a non-issue all the time, but hey! The spectacle makes this one worth it.