Hiyas, I’m Amecchi (Ame is fine too)! A few things about me, before I get into what I’ll consider for judging criteria:

I’m not a skilled bullet hell player; I have some experience, and I enjoy the genre, but I am pretty mid-at-best at them. The big, important thing to me when playing a game is whether or not it’s fun.

To that end, I’ll be rating your entries in 3 categories that total up to 50 points: Difficulty (15), Fun (20), and Presentation (15). Additionally, I’ll be reserving the option of giving up to 5 bonus points for various things I think are neat! In the event of a >50 score, it’ll still be treated as only 50 in the end.

Difficulty /15
An aggregate score for all your patterns that takes into account: overall difficulty (5), difficulty progression (5), and player friendliness (5).

Overall Difficulty: A lower score here means your patterns were either too easy or too hard and you failed to achieve a proper balance.

Difficulty Progression: A proper boss fight (or boss rush, in this case) should be structured to build in intensity and difficulty as it goes on, with attention paid to the beginning, middle, and the end.
Player Friendliness: Bleeding a little bit into the fun category, this section is all about the touches of difficulty that make the game unfun. Bloated health, blind kills, stuff like that.

Fun /20

Games are meant to be fun! This category is a lot more loosely structured, but I feel like it’s the most important one. Stuff like pacing and length factors in here, but it’s mostly “how much did I enjoy your entry?” If your entry has me perma-dead, then that’s not fun. Gameplay gimmicks can make a game more fun, but if there’s too much or it’s not executed well, then it can do the opposite as well.
This category will be scored with a base of 10, with points added or removed based on enjoyment.

Presentation /15
One thing I love about bullet hells is the beauty and variety of patterns, so that’s the main focus of this category. A small amount of it will be allocated to making sure you don’t like, make Cirno shoot fireballs or something, but mostly it’s about things being pretty. For the most part, especially since some of you will be using OCs that I’m not familiar with for your entries, I won’t scrutinize the bullet’s sprites too hard.

This score will be based on audio (5), visuals (5), and then bugs and theme adherence will share the last five points.

Entries + Notes
I hate formatting, so this is gonna be messy.

**Name** *by* *Entrant*

**Difficulty**: /15

**Overall Difficulty**: /5

**Difficulty Progression**: /5

**Player Friendliness**: /5

**Fun**: /20

**Presentation**: /15

**Audio**: /5

**Visual**: /5

**Etcetera**: /5

**Aggregate**: /50

**Yuri Bonus**: /5

**Total**: /50

**Final**: /100

**Artisans of Bullet Hell** *by* *Zino*

**Difficulty**: 11/15

**Overall Difficulty**: 4/5

Pretty well balanced. Nice work!

**Difficulty Progression**: 3/5

Started out and finished smooth, but the middle was a little rough. Overall, still good work!

**Player Friendliness**: 4/5

Boss hp, patterns etc were all fair and nothing dragged on for too long.

**Fun**: 13/20

Overall, fairly fun! Nothing jumped out or felt like a drag, and it kept me fairly engaged the whole time. I especially liked Housui’s patterns! The other patterns weren’t nearly as memorable for me, though.

**Presentation**: 9/15

**Audio**: 3/5

I was not a huge fan of your sfx, generally, but they grew on me towards the end. Not bad.

**Visual**: 4/5

Boss/player sprites/art were well made and looked nice! Background was great, too.

**Etcetera**: 2/5

You did great with the theme! Unfortunately, I had some pretty bad freezing/lag when I got hit, which impacted the gameplay feel quite a bit. Additionally, there were some times where I got hit when it seemed I shouldn’t have, and vice versa.

**Aggregate**: 33/50

**Yuri Bonus**: 3/5

ReiMari Love~ +2
Housui is cute! +1

**Total**: 36/50

**Final**: 72/100

Overall a solid entry. Good work, Zino! Thanks for the yuri!!

**Dealing with Doppel Characters** *by* *Syoudre*

**Difficulty**: 10/15

**Overall Difficulty**: 3/5

Balancing was pretty decent. Some patterns felt too simple, even for easy mode.

**Difficulty Progression**: 3/5

Started out with a fairly nice curve, middle patterns jumped a bit too much compared to the start, last few patterns dipped back down.

**Player Friendliness**: 4/5

Overall, very friendly. The first couple patterns HP bars felt like they dragged on a bit too long.

**Fun**: 14/20

Great work here. The only thing that really jumped as unfun was the first couple patterns’ HP dragging on a bit. I loved the multi bosses at the end though!

**Presentation**: 11/15

**Audio**: 3/5

Overall good use of sfx, but the menu ones cause me psychic damage. Reminds me of old early-2000s visual novels?

**Visual**: 4/5

Your art is great! And I loved your use of bullets to fit the characters. The sword bit was especially cool!

**Etcetera**: 4/5

No noticeable bugs and pretty good use of theme! Nice work.

**Aggregate**: 35/50

**Yuri Bonus**: 0/5

**Total**: 35/50

**Final**: 70/100

Don’t have too much to add here. Good showing! I do love that you used just your OCs to tell a story! It was a little confusing at first having the player swap between all four characters, but it was really neat by the end!

**Top 6 sussiest touhou characters** *by* *Luna & Roka*

**Difficulty**: 5/15

**Overall Difficulty**: 1/5

It’s kinda all over the place- some patterns are too easy, some are too hard.

**Difficulty Progression**: 1/5

Same deal as the first, there’s not a definite sense of progression that you get throughout the game.

**Player Friendliness**: 3/5

There wasn’t anything too unpleasant difficulty-wise, though I did get jumpscared by a SUS before I realized I had to kinda rotate in the middle of the screen.

**Fun**: 5/20

Meme value was off the charts! However, it kinda ends there for me. Was kinda overly reliant on the among us jokes to carry the game, and that only goes so far.

**Presentation**: 8/15

**Audio**: 3/5

Everything that should have sfx did, and there were no sounds that hurt me.

**Visual**: 3/5

Same as above.

**Etcetera**: 3/5

No noticeable bugs, but there was a distinct lack of polish across the game.

**Aggregate**: 19/50

**Yuri Bonus**: 3/5

Meme value +3

**Total**: 22/50

**Final**: 44/100

I was laughing for most of the time I was playing it, so nice work with that!

**Elegant Quintessence - All-Star Artistry -** *by* *Kevinmonitor*

**Difficulty**: 13/15

**Overall Difficulty**: 4/5

Balancing was great overall! Nothing felt overly difficult or overly easy.

**Difficulty Progression**: 4/5

The first and second patterns were a bit too similar difficulty-wise, but otherwise you did great with the progression.

**Player Friendliness**: 5/5

Turret shot type my beloved. Seriously, that focus shot removed so much of my concerns I normally have when playing bullet hells.

**Fun**: 17/20

I love love love the turret focused shot. I cannot stress enough just how fun it was to use! It let me focus on dodging the bullets and I actually found myself like, completely in the zone at some point. Super great work, dude.

**Presentation**: 14/15

**Audio**: 5/5

Your sfx. Give them to me. Also, the title music was a nice vibe.

**Visual**: 4/5

It looked great! Loved the hats.

**Etcetera**: 5/5

No noticeable bugs, UI felt good, patterns were pretty! Nice work!!

**Aggregate**: 44/50

**Yuri Bonus**: 3/5

Self-insert x Canon shipping. I love that for you +3

**Total**: 47/50

**Final**: 94/100

Yo! Great work overall, my dude! I had a ton of fun playing this! Your passion for your OCs (and Kouda, who you have practically adopted and turned into an OC) came through! Constructive criticism: more yuri next time :3

**Random Boss Rush** *by* *razzy*

**Difficulty**: 10/15

**Overall Difficulty**: 4/5

Patterns were fairly well balanced most of the time! A couple parts felt like they could use minor adjustments.

**Difficulty Progression**: 2/5

Started out alright, but I feel like it's missing some of the more “intermediate” pieces of the difficulty.

**Player Friendliness**: 4/5

Boss health etc felt pretty well tuned, nothing felt particularly unfair. Nice!

**Fun**: 14/20

The silly dialogue added a not-insignificant amount to my enjoyment, but mostly it was just that I actually had fun dodging a lot of your patterns! They were quite entrancing.

**Presentation**: 14/15

**Audio**: 5/5

Your sfx. Especially the bomb. Music to my ears, bestie.

**Visual**: 5/5

Some of the prettiest patterns I’ve seen in a bullet hell. I loved the swirling ones especially!

**Etcetera**: 4/5

I’m missing a pretty title screen, but great work otherwise!

**Aggregate**: 38/50

**Yuri Bonus**: 3/5

Cirno bonus! +3

**Total**: 41/50

**Final**: 82/100

Good show! Glad we could work out the startup issues, because I watched Taizen play it first (back when it wouldn’t launch for me) and I was *very* sad that I wasn’t able to judge it.

**BHA6** *by* *Pickled Cow*

**Difficulty**: -/15

Unfortunately the game refused to operate for me, leaving this category unscored.

**Fun**: /20

Unfortunately the game refused to operate for me, leaving this category unscored.

**Presentation**: 9/15

**Audio**: 3/5

Seemed to have all the needed sfx, but nothing really stood out to my ears.

**Visual**: 4/5

Patterns were fairly visually pleasing, nice job.

**Etcetera**: 2/5

Game worked for everyone else, but due to issues running I’ve gotta knock it down.

**Aggregate**: 9/50

**Yuri Bonus**: 1/5

Shaaaaaaaaaaaark +1

**Total**: 10/50

**Final**: 20/100

I’m regretful that I couldn’t give you a proper score.

**Hell Sink Her** *by* *Makuta Matara*

**Difficulty**: 3/15

**Overall Difficulty**: 1/5

Difficulty starts out way too high and only gets higher.

**Difficulty Progression**: 1/5

See above.

**Player Friendliness**: 1/5

Lacked a lot of visual and mechanical clarity across multiple patterns.

**Fun**: 0/20

I died 52 times and failed to capture even a single spell card. Whether it was bullet density, speed, obtuse mechanics, or a lack of visual clarity, I found myself dying excessively.

**Presentation**: 10/15

**Audio**: 2/5

Some sound effects were grating, but all were present.

**Visual**: 4/5

It looked really good!

**Etcetera**: 4/5

No bugs that I noticed, patterns were great to look at.

**Aggregate**: 13/50

**Yuri Bonus**: 0/5

**Total**: 26/50

**Final**: 26/100

I can tell a lot of work went into this, but I think I might very much not be the intended audience- which is unfortunate, as one of the judges. I hope that in future entries or games you consider accessibility for lower-skilled players.

**The Other Incident Solvers** *by* *Fuzzbearplush*

**Difficulty**: 0(12)/15

I couldn’t get through the whole game due to limited lives and no continues. Unfortunately, that means I have to void the score for the difficulty category, for fairness.

**Overall Difficulty**: 0(4)/5

The patterns I played felt nicely balanced.

**Difficulty Progression**: 0(4)/5

The difficulty scaled nicely throughout without any pattern leaping too far from the previous.

**Player Friendliness**: 4/5

Visual clarity, health, etc all seemed well thought out. Nice work!

**Fun**: 15/20

I thoroughly enjoyed what I managed to play! Weren’t really any negative parts, so nice work!

**Presentation**: 13/15

**Audio**: 4/5

Sfx, music etc were great!

**Visual**: 4/5

Looked great! I love the aesthetic.

**Etcetera**: 5/5

Again, love the aesthetic. I didn’t get any bugs or anything, so great work there too!

**Aggregate**: 28(40)/50

**Yuri Bonus**: 3/5

Ciiiiirnoo~ +3

**Total**: 31(43)/50

**Final**: 62(86)/100

I’m a bit sad I couldn’t get through the whole thing, because this is one of the entries I liked more. You did great!

**Project Seijun: Voiceless Innocence Vesselmancy** *by* *Akemi Yume*

**Difficulty**: 9/15

**Overall Difficulty**: 3/5

Balancing was alright, not too bad.

**Difficulty Progression**: 4/5

Did a pretty good job scaling the difficulty as the fights progressed!

**Player Friendliness**: 2/5

The timed spell (?) at the end felt dreadful, and player dps felt a bit low compared to boss HP sometimes.

**Fun**: 12/20

Overall pretty fun! Some of the last few patterns dragged on a bit for me, though.

**Presentation**: 11/15

**Audio**: 4/5

Would be perfect *if* the death sound didn’t have “nails on a chalkboard” vibes.

**Visual**: 4/5

I love the vfx and sprites and such! Nice work.

**Etcetera**: 3/5

I initially was going to give a 5 here, but I struggled far too much with the menu and actually launching the stage that I have to knock off a couple points.

**Aggregate**: 32/50

**Yuri Bonus**: 0/5

**Total**: 32/50

**Final**: 64/100

Pretty good overall! I like your aesthetics and (if these are OCs) your character designs!