

## Automatic Level Design Contest 2

### K3fka's scores & comments

	Creativity	Appeal	Overall	Total	Comments
GameplaysDetonados	10/25	10/15	7/10	27/50	Nice snow aesthetic. Liked the palette and the music quite a bit. The level did feel a bit bland, though, relying solely on the arrow blocks. I did think the exploitation of the rope glitch was pretty neat, though.
Neropla	8/25	7/15	6/10	21/50	Well, it was energetic and exciting, which is great, but the level felt very empty. It wasn't bad, but nothing about it really grabbed my attention.
dragoniante174	18/25	10/15	7/10	35/50	Not bad. High energy and fast pace was nice. It explores a variety of level themes which is neat. Unfortunately, I wish the boost blocks didn't stand out quite so much.
TheAbuseFreakHacker0	25/25	9/15	9/10	43/50	This was a really strange one for sure. The aesthetic was a bit off-putting at first, but you took the bizarreness and just ran with it. Pretty long and did quite a few unexpected things.
MarioFanGamer	20/25	10/15	8/10	38/50	The second portion of it is pretty cool, but everything leading up to that point is a bit slow. I think the second portion didn't overstay its welcome, but the prior parts could have been more energetic..
nick 139	24/25	15/15	10/10	49/50	Quite nice. Great variety of things going on and the level looks quite pleasing as well.
Wakana	25/25	14/15	10/10	49/50	Wow. Just wow. The aesthetic was simply perfect, and the Necrodancer music worked very well. Was incredibly entertaining.
JackTheSpades	25/25	14/15	10/10	49/50	Vertical layer 2 level used to great effect. I loved the feeling that Mario was always in danger, and it was cool seeing him squeeze past the enemies. The Big Boo segment was fantastic and unexpected as well.
NGB	25/25	13/15	10/10	48/50	Really neat stuff, using ASM to simulate button inputs like that. It's an auto level that doesn't look like an auto level!
chineesmw	15/25	7/15	5/10	27/50	Well, I see what you were going for here, but it was super confusing at first. The level turning upside down is a neat idea, but the implementation is quite jarring when it transitions. The palette in the first section is also kind of horrendous. The cave section is alright, but after that it just kind of...abruptly ends.
Lespna1	8/25	6/15	3/10	17/50	The high speed and energetic feel was great. Unfortunately, this was too short and the level consisted mainly of oddly colored triangle blocks, which looked quite strange.

S.L	23/25	10/15	8/10	41/50	<p>I am a total sucker for levels synced up to music, and this one pulls it off incredibly well. Unfortunately, while the first section is great, the castle portion is slower and less interesting. If it had kept up the energy of the first room, it would have been better.</p> <p>There's cutoff, which I feel is trying to emulate the look of the famous Nico Nico Douga auto Mario, but it could have been done without the cutoff and worked well.</p>
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