

Automatic Level Design Contest 2

Sinc-X's scores & comments

	Creativity	Appeal	Overall	Total	Comments
GameplaysDetonados	13/25	11/15	6/10	30/50	The use of block snakes was an interesting idea but the execution seemed lazy, as if they were tacked on for the sake of being tacked on, and there was a lot of waiting for a less-than-stellar outcome. Level was mostly aesthetically pleasing, however the huge number of arrow blocks became a bit bland and boring. A decent level overall, but nothing that really stands out.
Neropla	11/25	9/15	5/10	25/50	The use of the enemies in the first bit is well-executed, however the rest feels pretty sloppy. Visuals are very blocky and uninteresting, and after the third time bouncing down Bullet Bill stairs it became very redundant. A good start, but it could have been so much better had you taken your original ideas and incorporated them throughout the rest of the level.
dragoniante174	18/25	10/15	8/10	36/50	Although the visual part of the level is pretty bland, I thought the use of the arrow blocks was very creative. There is no point at which I felt I was waiting for something more interesting to happen, and some of the setups, like that with the ON/OFF block, were actually pretty neat. I also liked how you designed it to feel like a real level, even if the actual aesthetics aren't totally on-point. Overall very enjoyable.
TheAbuseFreakHacker0	20/25	13/15	7/10	40/50	It's evident that a lot of effort went into this level. The length on its own is impressive, but especially the aesthetic complexity is very well-done. There were a lot of creative setups here, though there were some very dumb ones as well (i.e. the circling platform bit). The biggest complaint I have is that there is a LOT of waiting involved, but the interesting bits balance it out, to an extent. The castle section was the worst offender in that context. Very solid overall but would have been better with less unnecessary waiting.
MarioFanGamer	17/25	14/15	7/10	38/50	The look and feel of this one is phenomenal. It very much feels like playing an actual level; however maybe a bit -too- much. The automatic part isn't much more than sliding along a floor while things happen around you, and although it's visually stunning, the movements themselves are generally not interesting to watch--the surroundings are, for the most part, more interesting than the player character. Of course, it has its good bits, particularly closer to the beginning of the stage. A good level, but in my opinion it's not a contest winner.
nick 139	16/25	10/15	6/10	32/50	There are a few interesting setups, and it looks fine, however there's really nothing that stands out, and that's what it came down to. I really don't have a lot else to say.

Wakana	23/25	15/15	9/10	47/50	Well done in almost every aspect. Visuals were absolutely beautiful (although a tad cluttered, but not to a point that it detracts from the level), and there were a ton of creative ideas here. The fact that it all followed a theme made it that much better, and nothing felt out of place or boring at any point. Very good overall.
JackTheSpades	18/25	10/15	7/10	35/50	I'm not sure how I feel about how much this level relies on note blocks, but there are some really creative ideas. The use of the layer 2 in the first segment made it twice as intriguing, even if it felt redundant at times. The best part about this level, though, is easily the Boo Boss. Even as far as Boo Bosses in regular hacks, this is one of the most fun and interesting ones I've ever seen. Aesthetically the level is, well not more than average since it only uses vanilla music and graphics, but it works well enough for the style of the level. Overall solid.
NGB	25/25	15/15	10/10	50/50	This level is absolutely incredible. The realistic auto-movement added a ton of personality and really makes it stand out from the rest. The entire thing is not only incredibly creative but also incredibly fun to watch. The visuals are simple, but they work perfectly; not too complex but just enough to give it an atmosphere. The only thing I can think to complain about is that I would have liked it to be a bit longer, but the length it was was perfect for its context, and the Bowser fight at the end made me giggle a bit on the inside. Phenomenally well-crafted.
chineesmw	11/25	4/15	4/10	19/50	I've played this level three times and I'm still a bit unsure of what I watched. There is little visual element, but what is there is not appealing at all. It doesn't even pass as minimalistic. Even putting that aside, the level goes by so quickly that it's difficult to completely understand what's going on. It's very repetitive, and most of the level feels like it was placed with not much thought behind it. I'm giving creativity points if only because there were a couple of setups that could have been interesting if the entire level had been executed better, in which it was unfortunately severely lacking.
Lespna1	1/25	8/15	1/10	10/50	I'm disappointed that you would just take a level you had already made and add on a few boost blocks. That's literally all this is. The only point I can give is for the placement of the boost blocks, because the rest was not designed or thought of in any way in the context of an automatic level. The aesthetic is decent at best, and the part made of basically a slightly less unappealing version of cement blocks was incredibly bland. Not at all the kind of level I expected to see in this contest.

S.L	22/25	15/15	9/10	46/50	<p>Ah, this brings back feelings of the one “true” automatic level. I am so glad somebody decided to make a music-synced level, and it’s super fun to watch. The setups are beautifully crafted, it’s never boring, and, even though there is a lot of cutoff (as expected from something like this), it didn’t detract at all from the experience (if anything, it enhanced it). I honestly would have given this a perfect score if not for the 2nd room, which felt like you didn’t quite have time to finish it, as there were several spots where there really should have been things going on to sync with the music like the rest of the level, but instead were composed of just empty space and boosters waiting for another section of the song to begin. Super fun level; I just wish the 2nd half wasn’t as empty as it ended up being. Kudos to you for accomplishing something that actually feels like Kumikyoku (aside from those empty bits), though!</p>
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