

## Automatic Level Design Contest 2

### Sixcorby's scores

	Creativity	Appeal	Overall	Total	Comments
GameplaysDetonados	10/25	14/15	5/10	29/50	High on visual appeal, but low on creativity. The majority of this entry seemed to consist of boost blocks and eating blocks.
Neropla	9/25	5/15	3/10	17/50	Pretty repetitive with a lot of cut-off. The level design is very all over the place and doesn't seem well thought out, especially with the really long conveyer belt parts.
dragoniante174	16/25	11/15	6/10	33/50	This entry was decent. I liked your use of the non-boost arrow blocks. The graphics you chose for various blocks were nice too. A bit of cut-off, but it isn't too bad.
TheAbuseFreakHacker0	19/25	11/15	8/10	38/50	There were a lot of areas where Mario doesn't move for a long period of time, which I wasn't a fan of. Otherwise, I was quite impressed with the complexity of this entry. Good job.
MarioFanGamer	16/25	13/15	7/10	36/50	Wasn't my favorite entry; the second and third rooms were much better than the first room. Although I was overall pleased with it. I especially liked the "escape" part in the second half of the level.
nick 139	20/25	13/15	8/10	41/50	Pretty sweet entry. There are some nice moves and it looks very nice visually; this entry gave me a happy feeling inside. All I can say really is you could have done a bit more.
Wakana	20/25	15/15	9/10	44/50	This was top-notch on visual appeal. Design-wise, it wasn't the best entry, but was still very fun to watch.
JackTheSpades	24/25	12/15	9/10	45/50	Wow. You made some very creative use of layer 2, shells, and other enemies. The boss was well put together too. Probably the best entry in my opinion.
NGB	15/25	10/15	6/10	31/50	There was clearly some effort put into this entry with Mario's movements, and it was definitely cool, but there wasn't anything else that blew me away. I liked the second room with the layer 2, though.
chineesmw	10/25	6/15	4/10	20/50	The use of layer 2 was kinda cool and the gravity switching is a pretty cool idea, but the layout is pretty empty aside from boost blocks, and palette doesn't look good. It was also way short.
Lespna1	8/25	6/15	4/10	18/50	The graphics you used are alright, but Mario didn't make much use of anything other than the boost blocks, and it was very short. The layout also looks slapped-together.
S.L	15/25	8/15	5/10	28/50	This started out well, but the music syncing as well as the design got more inconsistent as the level went on, and it lost its momentum. The visual appeal overall was also pretty low with all the cut-off.