Stage Competition 2013

??? by Genesis

	Cybaster	ExShadow	O Ilusionista	TOTAL
Graphics	0	0	0	**0**
Coding	0	0	0	**0**
Creativity	0	0	0	**0**
Overall	0	0	0	**0**
TOTAL	**0**	**0**	**0**	**0**

??? by Watta

	Cybaster	ExShadow	O Ilusionista	TOTAL
Graphics	0	0	0	**0**
Coding	0	0	0	**0**
Creativity	0	0	0	**0**
Overall	0	0	0	**0**
TOTAL	**0**	**0**	**0**	**0**

??? by MarkPachi

	Cybaster	ExShadow	O Ilusionista	TOTAL
Graphics	0	0	0	**0**
Coding	0	0	0	**0**
Creativity	0	0	0	**0**
Overall	0	0	0	**0**
TOTAL	**0**	**0**	**0**	**0**

The House Of Puppets part 3 by Maverik

	Cybaster	ExShadow	O Ilusionista	TOTAL
Graphics	4.4	5	4.5	**13.9**
Coding	4	4.5	4	**12.5**
Creativity	4.5	5	5	**14.5**
Overall	4.1	4.7	4.8	**13.6**
TOTAL	**17**	**19.2**	**18.3**	**54.5**

Cybaster's comments :

This stage was modeled completely by Maverik. I like the graphics a lot, the animations really set the stage into motion, the puppets have some lovely animation, etc. The overall concept is really good and everything blends perfectly, giving some real sense of achievement to the stage.

- Contrary to most snow/rain effects we can see in Mugen stages, the confetti are not a simple layer that has velocities, but they're animated properly. However, we can still see the tiling quite easily. This animation could have been a little bigger so the tiling could have been less noticeable, as well as having each tiled column start at different Y axes, and why not some layers with different velocities. All that to say: better than most cases, but tiling is still visible.

- The whole stage is moving up and down. However, if you go to the very top of the stage and stay there, you'll notice the "fence" moves up and down too, leaving a few pixels at the top of the screen with a gap. Thus, it would have been better in this case to set the boundhigh a few pixels lower.

- On one of the columns, there's a set of clown masks that turn very fast. So fast we can't even understand in which direction they're turning. Could have been better to give them another frame or two, to better understand what's going on.

- Not a big fan of this type of music for a fighting game stage, but to each his own. And I won't be taking this into account for my judging.

- To nitpick a whole lot, I'm kinda wondering where the light casting comes from exactly, since the shadows cast by the gears change direction depending on where the gears are placed. And this shadow casting is not very realistic considering the huge fire in the background.

+ Sprites are cropped properly. Code uses a few BGCtrls and has no huge mistake (except this boundhigh stuff), without anything particularly fancy. Simple but efficient. Overall, very good job.

ExShadow's comments :

- **Graphics:** The overall look of the stage is very nice.
Little to no color loss and amazing effects used here, as well as the colors meshing well together.

- **Coding:** The animation for the faces, and a couple of gears felt too fast IMO.
You could have also animated the falling confetti. I see you had frames in your .sff, not sure why you didn't use them.
The camera movement is bad IMO, the characters reach the top of the screen before they reach the top of the stage. This could have been fixed by adjusting the vertical follow and floor tension.
The main background could have used a higher delta, as it is now it's slightly sticking to the screen and off IMO.

- **Creativity:** Honestly nothing short of amazing, everything is original, and well made.

- **Overall:** I honestly liked this stage a lot, and it's definitely a keeper. Keep up the good work!

O Ilusionista' comments :

+ Very nice concept, I liked the idea pretty much.
+ The music fits the stage.
- I was going to give 5 for sprites, until I noticed 3 things which bothers me: Not all parts have the same fps (the big masks, for example), the parts inside the wheels have different speed of the outside part (it's not a illusion trick) and the gears intersect each other at the left.
- The difference between the stage delta and the background delta bothers me. The background is not that distant to have that low delta.
- The stage shadow angle (diagonal) doesn't match the players' shadow angle. I know it's a Mugen limitation, but the render should be aware of that.
- The fire on the background casts no light FX at the players area? Why?

??? by profylebryon

	Cybaster	ExShadow	O Ilusionista	TOTAL
Graphics	0	0	0	**0**
Coding	0	0	0	**0**
Creativity	0	0	0	**0**
Overall	0	0	0	**0**
TOTAL	**0**	**0**	**0**	**0**

??? by SXVector

	Cybaster	ExShadow	O Ilusionista	TOTAL
Graphics	0	0	0	**0**
Coding	0	0	0	**0**
Creativity	0	0	0	**0**
Overall	0	0	0	**0**
TOTAL	**0**	**0**	**0**	**0**

??? by xM.Ξ.†.Λ.L.G.Ξ.Λ.Rx™

	Cybaster	ExShadow	O Ilusionista	TOTAL
Graphics	0	0	0	**0**
Coding	0	0	0	**0**
Creativity	0	0	0	**0**
Overall	0	0	0	**0**
TOTAL	**0**	**0**	**0**	**0**

??? by roney the aquahedgehog

	Cybaster	ExShadow	O Ilusionista	TOTAL
Graphics	0	0	0	**0**
Coding	0	0	0	**0**
Creativity	0	0	0	**0**
Overall	0	0	0	**0**
TOTAL	**0**	**0**	**0**	**0**

Mystery by Amidweiz

	Cybaster	ExShadow	O Ilusionista	TOTAL
Graphics	2.8	1.5	1	**5.3**
Coding	2.8	2.8	1	**6.6**
Creativity	4	3	3	**10**
Overall	3	2.3	2	**7.3**
TOTAL	**12.6**	**9.6**	**7**	**29.2**

Cybaster's comments :

Very interesting idea using the theme from Windows 98 to create this old-school stage. Graphics aren't very appealing for me, but overall it's a fine job.

- Players could have been placed slightly lower, I feel they're too close to the stairs.

- Is the moon moving accurate ? o_O

- 1.0 stage, but missing p3 and p4 starting parameters.

- Camera follows the players too much when they jump, IMO.

- Why using sprites 6,0 to 6,3 for the BlackJack method and to place them several times ? Using just sprite 6,0 and using it each time, changing the start position, would have done the job.

- The bat moving from left to right suffers a minor Mugen bug. If you pause and advance tick by tick, you'll notice he disappears all of a sudden when starting to go out of the screen on the right. This can be fixed by moving the sprites in the SFF to the left or the right (can't remember).

+ Overall, good execution, BlackJack method done correctly, good bounds, cropped sprites. However, a few minor mistakes in the coding, and nothing really fancy.

ExShadow's comments :

- **Graphics:** The trees all have jagged edges, are blurry, and clash with everything.
I'm not going to ask where the base of the trees are, they are cut off at the bottom.
The stage is lacking perspective.
Colorloss on the house.
The owl is blurry why?

- **Coding:** I like how you animated the lights to come on and off in different places, and added that creepy feel to the house.
Delta of the layerno 1 trees is off, needs to be higher.
The camera movement is bad; the characters reach the top of the screen before the top of the stage.
....Why is the moon moving to the right? Wtf?

- **Creativity:** Lovely spooky concept idea going on here, but with everything else, it just isn't cutting it sorry.

- **Overall:** I like the idea you were going for with this stage, though over all the graphics, and coding were a turn off for me.

O Ilusionista' comments :

+ Hahaha I remember this screensaver.
+/- While the idea is cool, the execution (and all the rest) are very poor.
- The verticalfollow is too high, the screen shakes too much. Even if you do a small jump, the camera follows you, can make you dizzy. Why? This is a common error.
- Very bad cut sprites
- Wrong deltas

Suave Corridor by Hekutta

	Cybaster	ExShadow	O Ilusionista	TOTAL
Graphics	3	3	1	**7**
Coding	2.5	3	1.5	**7**
Creativity	3.7	4	3	**10.7**
Overall	3.3	3.5	3	**9.8**
TOTAL	**12.5**	**13.5**	**8.5**	**34.5**

Cybaster's comments :

- Sprite 9,2 : what is this for ? If it's an empty sprite for an anim, you can define it as sprite -1,0 in your animation.

- The left and right bounds are wrong, and don't go to the end of background sprite.

- Overall, floor is grainy and blurry at the same time, not a big fan of it.

- Various sprites clash : floor is blurry, statues are crisp, flames in BG definitely come from another game with other graphics, etc. Plus, with the siren lights and all, the temple sprites and statues have colors that don't really match the current atmosphere.

+ Despite all this, the number of animations, correct deltas and all, make the stage come to life, and I could even feel a little like playing Streets of Rage or something.

- Speaking of which, stage could have been made even wider with some copy-pasting and tiling.

- Floor lights really lack some sense of perspective.

- Intensity of shadows for the players doesn't match that of the statues.

+ Interesting idea coding the shadows with sub. Give a very special effect when players use a controller that inverts colors, such as Goku Z2's Chou Kamehameha.

- Search lights could have used some veladds instead of only velsets, to make them slow down as they change direction.

+ Inexperience kinda shows here, as sprites clash, and the coding isn't very clean (with sprites not centered in the SFF for example) with a few mistakes here and there. Nice effort with all the animations though, the overall concept is pretty nice.

ExShadow's comments :

- **Graphics:** Sprites look okay, nothing special to be honest.
+1 for KFM temple pillars.

- **Coding:** I like the search lights, and how the stage slightly changes over time.
No idea how so many people make this simple mistake of crapping up the camera movement to where the characters reach the top of the screen before the top of the stage.
Adjust the vertical follow, and floor tension to fix the above.
Would have loved to see some parallax action to add more depth to the stage, but that's asking for too much eh?
You could have added some other kind of movement to the lights, rather than just having them move from left to right.

- **Creativity:** While everything else was nearly uninteresting, the concept idea was pretty clever.
I like the sneaky escape feel you were going for.

- **Overall:** It was an okay stage, but I feel as though you could have done so much more with it.

O Ilusionista' comments :

+ Nice idea, I like the lights at the background.
- Sprites clashes everywhere. It's not a good idea mix real life/digitalized graphics with game graphics.
- Wrong delta at the background. Again, it's not that distant to receive such low delta.
- Again, there are difference between stage objects shadow angle and the chars shadow angle
- Why the statues' shadows are stronger than players' shadows? Doesn't make sense at all.
- Why the statues cast shadow on the ground, but not the windows?
- Players can step over the gate at the right.

??? by Gopal

	Cybaster	ExShadow	O Ilusionista	TOTAL
Graphics	0	0	0	**0**
Coding	0	0	0	**0**
Creativity	0	0	0	**0**
Overall	0	0	0	**0**
TOTAL	**0**	**0**	**0**	**0**

??? by Syn

	Cybaster	ExShadow	O Ilusionista	TOTAL
Graphics	0	0	0	**0**
Coding	0	0	0	**0**
Creativity	0	0	0	**0**
Overall	0	0	0	**0**
TOTAL	**0**	**0**	**0**	**0**

??? by NoZ

	Cybaster	ExShadow	O Ilusionista	TOTAL
Graphics	0	0	0	**0**
Coding	0	0	0	**0**
Creativity	0	0	0	**0**
Overall	0	0	0	**0**
TOTAL	**0**	**0**	**0**	**0**

Epic War Lord by Soknasful

	Cybaster	ExShadow	O Ilusionista	TOTAL
Graphics	3.8	2	2	**7.8**
Coding	2.3	2.5	1.5	**6.3**
Creativity	3.3	3	3	**9.3**
Overall	2.7	2.7	3.5	**8.9**
TOTAL	**12.1**	**10.2**	**10**	**32.3**

Cybaster's comments :

- Dunno about the others, but this stage slows down my Mugen like crazy. Plays at 15-20fps.

- We can clearly see the looping in the lightning animation.

- Lightning itself is not very pretty, with a single sprite that fail to fade out nicely.

- Seeing the lightning through the water with transparency makes no sense.

- The lightning seems to have jpeg artifacts.

- Borders of many elements are not very clean, with some pixels that have clearly nothing to do here.

- Stage lacks depth because the water animation and sky don't have a different delta compared to the floor.

- The best part of the water animation can't be seen, since the camera doesn't move when we jump.

+ I like the Warlord in the middle and all the light effects, which are really nice looking. Rest of the stage is pretty average, and impossible to run it at full speed.

ExShadow's comments :

- **Graphics:** Some of the sprites look nice and others don't.
Colorloss in the lightning.
Why are there holes in the lightning?
The edges of the water look bad, and need to be smoothened. Heck, I would just get rid of it, the quality is terribad.
The quality of the floor is terrible, what's up with the line in the center?

I can see squares on the base above the floor in front of where the guy sits.
A couple of the statue's edges need to be cleaned, they look jagged, and white.
How did you not crop your sprites before entering this?
Cropping sprites helps the frame rate of your stage.

- **Coding:** Nothing special, it seems to be coded okay to me.
The stage needs more use of deltas to add a better sense of depth.

- **Creativity:** The concept idea was great.
I felt a creepy vibe from trying this stage, and the lightning did add to the atmosphere.

- **Overall:** Sadly, the stage did not live up to being described as "Epic" IMO.
I think "Mediocre" better suits this right now.

O Ilusionista' comments :

- When I saw the preview, I liked this stage a lot, but I got frustrated when I run it. I know it's your second stage, but we should be fair with every entry.

+ The original graphics are cool.
- FPS loss (runs at 25 fps here)
- Colorloss at the sky, even using RGB method. Why don't you crop the sprites?
- The floor would benefit from parallax.
- Where are the deltas?
- If you are using just the top part of the water animation, why don't you crop the sprites? Plus, lacks antialiasing on those animations
- Thunders are too frequent.
- Do not use comma or Apostrophe on the file name. Command line (like FF) won't work.

Moonlight Drive by mh777

	Cybaster	ExShadow	O Ilusionista	TOTAL
Graphics	3.3	2.5	4	**9.8**
Coding	3	2	3	**8**
Creativity	3.8	3	4	**10.8**
Overall	3.5	2.8	3.5	**9.8**
TOTAL	**13.6**	**10.3**	**14.5**	**38.4**

Cybaster's comments :

I'm an old school type guy as much as I love crisp HR stuff. However, I rarely go as far as NES bootlegs, having started video games with the Gameboy and the Genesis. That being said, even though this is not the type of graphics I usually enjoy, this simple stage was 100% hand drawn and is 100% legit for a NES bootleg game. Big props on that.

- The stage is well coded, nothing fancy, but good use of tiling and all this stuff.

- One glaring mistake is that several white lines appear when a character's move has some envshake. This probably comes from tiling and deltas, or something like that.

- With the tiling and all, it would have been easy to make the stage much wider, as it feels pretty small here. But maybe all NES bootleg stages were small. Dunno.

ExShadow's comments :

- **Graphics:** While I like the idea of retro looking sprites, I'm not very impressed by these.
I honestly think you could have done a much better job on the spriting.

- **Coding:** I'm glad there's at least one person, if not a couple more who know how to code camera movement somewhat correctly.
The delta on the moon and sparkes on the water are out of whack.
I think you would have done better applying animated parallax so that it felt more connected.
I'm not sure why the stars and moon are not using the same delta, the movement seems unnatural.

- **Creativity:** While everything else is unimpressive, I like the idea that you were making your sprites.

- **Overall:** For an old school kind of stage, I liked it, but I think you could have done a lot better.

O Ilusionista' comments :

+ Original graphics are very cool!
+ The retro feeling is nice.
+ I liked the reflexes on the water a lot.
- I don't see any big negative point on this stage. Maybe the borders at the floor could not be fully black? And maybe a music?

Wily's Fortress by Davismaximus

	Cybaster	ExShadow	O Ilusionista	TOTAL
Graphics	4.4	5	4.5	**13.9**
Coding	4.5	4.4	4.8	**13.7**
Creativity	4.3	5	5	**14.3**
Overall	4.5	4.6	4.9	**14**
TOTAL	**17.7**	**19**	**19.2**	**55.9**

Cybaster's comments :

The concept of this stage is great, and the execution is pretty much perfect, hence I won't have much to say about the stage.

+ The parallax is good, the moving floor is good, the water animation is good, all the machine/window animations are good, all the elements blend well together (apart maybe the Wily animation which is cartoonish when the rest of the stage is 3D), good use of BGCtrls.

+ Loving how the door opens in pieces going up one after the other rather than the whole door moving at once. This is some sweet detail showing how much was put into the stage.

- I like lightning to be a little animated instead of using a single sprite with several transparencies. Not too noticeable here though.

ExShadow's comments :

- **Graphics:** I really like what you did with this.
Nice sprites, and little to no color loss.
Crisp looking animated effects.

- **Coding:** I'm glad the characters do not slide on your parallaxed floor.
I like how the door moves up and down over time in an interesting fashion.
Your camera movement is bad; the characters reach the top of the screen before they reach the top of the stage.
The stage is lacking depth, you could have spaced the delta numbers out to add more of it.
You should have made the outside flash at the same time the lightning appeared IMO.
I like how the stage moves up and down.
Was going well until I found uncropped sprites in your sff.

- **Creativity:** I like how you put all this different stuff together to make this stage.
Mugen, was definitely lacking a good Wiley stage.

- **Overall:** I loved the stage, and hope to see more from you.

O Ilusionista' comments :

- This is a case where the preview image doesn't do justice with the stage. It's a GREAT stage.
My favorite!

+ The sprites are very, very nice. A lot of animations.
+ Loved the door animation, it doesn't just slides upward.
+ Nice work with parallax floor.
+ Nice music!
- While the door animation is cool, it leads to a problem: when it opens, there is no change on the lighting inside where you are (it's a spaceship?). Some light action (blueish, since the outside is blueish) could be cool.
- Judging by the clouds' speed (in front of the ship), the water animation can't be in a straight line, from top to bottom. Wind takes effect on it, so the speed should be for the lower right diagonal.
- The back clouds (sky) moves on the same velocity of the mountains.

Terry MotW 1 by Caddie

	Cybaster	ExShadow	O Ilusionista	TOTAL
Graphics	3.8	5	3	**11.8**
Coding	5	4.9	4	**13.9**
Creativity	3	2	3	**8**
Overall	4.4	4.2	3.5	**12.1**
TOTAL	**16.2**	**16.1**	**13.5**	**45.8**

Cybaster's comments :

This is an accurate conversion of Terry's MOTW stage, round 1. The sun/sky/sea animation is an absolute delight and was a bitch for Caddie to rip, and the width/length of the animation make for quite a complex stage.

- I wish Caddie would remove all these useless comments in the code and label his BGs better than BG 1 or BG 5.

+ Use of BGCtrls for the train, 300+ frames for the sky, 6000 pixels wide elements with repeating patterns to place accurately, etc. This is a work of art and dedication.

ExShadow's comments :

- **Graphics:** There are no problems with the sprites used.

- **Coding:** Everything except the camera is coded nicely.
The characters reach the top of the screen before they reach the top of the stage.
Adjust floor tension, and vertical follow to fix this.

- **Creativity:** While the stage is indeed nice, there was little to no creativity done here.
I think you could have improved the stage if you had added maybe one or two things that were not in the game this stage came from.

- **Overall:** I liked the stage. It's definitely a keeper.

O Ilusionista' comments :

One of my favorites from the original game.

+ Nice work with the transition animations, it had took forever to handle.
+ Good code
- I think the sun rises too fast.

??? by Rednavi

	Cybaster	ExShadow	O Ilusionista	TOTAL
Graphics	0	0	0	**0**
Coding	0	0	0	**0**
Creativity	0	0	0	**0**
Overall	0	0	0	**0**
TOTAL	**0**	**0**	**0**	**0**

??? by Pal

	Cybaster	ExShadow	O Ilusionista	TOTAL
Graphics	0	0	0	**0**
Coding	0	0	0	**0**
Creativity	0	0	0	**0**
Overall	0	0	0	**0**
TOTAL	**0**	**0**	**0**	**0**

5th Element by xX-Nero-Xx

	Cybaster	ExShadow	O Ilusionista	TOTAL
Graphics	4.4	4.7	2.2	**11.3**
Coding	4	4.8	3	**11.8**
Creativity	4.5	5	3	**12.5**
Overall	4.5	4.7	2.8	**12**
TOTAL	**17.4**	**19.2**	**11**	**47.6**

Cybaster's comments :

Nero took a painting from the amazing Adreas Rocha (this one: http://www.andreasrocha.com/gallery3/2009-11-22--Concept.jpg) and made a stage out of it. This is some very fine job here. He managed to give life to a static image through many layers and animations.

+ Love the hue/saturation and borders added to the separated layer, gives a nice cartoonish effect.

+ The separation of the main layer, roses, trees, etc. is very well done. Props on the black outline to make things cleaner, more cartoonish, without being ugly.

- The flames in the middle are nice, but they're so transparent we can still see static flame behind it, killing the effect a little. Working on the static flame to make it less apparent would have been a good thing.

- The light animation coming from the statue is really nice, but I think we can't see the colored animation, with shifts of colors and motion, quite enough. We can easily see it in the SFF, but not so well in-game. Too bad.

- The rays of light moving in the BG could have had twice more frames, because the rotating animation looks kinda choppy IMO.

- It's too bad part of the action takes place out of the camera, and fighters have to jump to see it. Players could have been placed slightly higher maybe, and the camera shifted, making the statue more visible, at the cost of cutting the ground at the bottom, but that wouldn't have been a big deal, seeing there's no action at the bottom.

+ Loving all the little touches : nice fog in the BG, heat wave animation from the lava/energy on the ground, flickring lights, etc.

+ Good creativity, everything blends well together, nice custom animation to set things into motion. No fancy coding, but whatever. Overall, very good job.

ExShadow's comments :

- **Graphics:** Pretty nice effects, and nice looking animations.
I don't like the dark outline around some sprites like the building edges, and statue though.
You could have animated the lights to move a bit smoother.
It would have made a BIG difference.

- **Coding:** Nice job coding this stage.
The trees should have been on layerno = 0 IMO.
You could have expanded the fog to cover a bit more of the floor IMO.

- **Creativity:** Amazing use of sprites, and effects. Good job.
Good job capturing a creepy atmosphere.

- **Overall:** I liked your stage.
It had a couple kinks, but could be even better when you work on it some more.

O Ilusionista' comments :

A regular job, but I'm not impressed.

+ Nice music
+/- The idea is nice but there are some flaws.
- The antialiasing trick, in fact, are playing against the stage. It gives a black border to all images, what makes they look bad.
- All the colored "flames" have the same animation speed and frames. This looks weird. And the inner part doesn't move?
- The ray of light which comes from the statue simply disappear at the end.

Le Crépuscule de Feu by Legend Ivanhoe

	Cybaster	ExShadow	O Ilusionista	TOTAL
Graphics	3.7	3.9	3.5	**11.1**
Coding	3.8	3.9	3	**10.7**
Creativity	3.7	4	3	**10.7**
Overall	3.6	3.9	3	**10.5**
TOTAL	**14.8**	**15.7**	**12.5**	**43**

Cybaster's comments :

A lot of work was put in this stage, and it shows. The concept, while not very original, is set into motion with a lot of stuff, and we can easily understand how long it took to make this stage. That being said, the stage has a number of problems that stop it from being "perfect".

- All clouds move at the same speed. Would have been better to have smaller clouds move slowly in the BG, and larger clouds move faster, to give an impression of depth.

- The dragon's colors don't match the stage perfectly. Could have been interesting to give him a slight orange tint to make him blend better.

- The flames used here probably come from Particle Illusion and are really overused IMO. Not everybody is Jean Bureau when it comes to this kind of effects, but a better job could have probably been done here.

- When the dragon passes just over the players, some shadow passing over the characters would have given a real atmosphere of danger and show the dragon is really close.

- Having the stage shake as the dragon passes by or goes to the ground could have been nice too.

- A fire tint when there are flames in the foreground would have been nice.

+ The overall motion of the dragon is very interesting and well coded. Nice touch having the flames coming out as the dragon passes.

- One touch that could have been really nice is having the flames really come out one after the other exactly at the place where the dragon breathes.

- Quite some big graphical bug on certain super moves that invert the colors (use Goku Z2's Chou Kamehameha for example). Part of the screen becomes entirely black and another is untouched, for no reason (activate debugbg=1 for a better view).

- Also, at the bottom of the screen, when there's envshake, you can see a few lines of buggy pixels (activate debugbg=1 for a better view).

+ Overall, the concept is nice, the work on the dragon is very interesting, but the stage has a few coding mistakes and lacks some finishing touches to really immerse the players in the stage.

ExShadow's comments :

- **Graphics:** I like the floor sprites used.
The color hues of the sprites do not mesh well together.
The fire clashes with the floor.
The transed clouds clash with the background behind them, and feel out of place.
The Dragon clashes with everything else IMO.
I like the dust FX.
The aliasing trick was not done correctly, so you wound up with dark outlines on your sprites.
Next time adjust the brightness of the subbed sprites to deal with those.

- **Coding:** I like how the stage shakes when the dragon flies upward.
The fire appearing over time is kind of interesting, but it's used very wrong here imo.
Where is it even coming from?

- **Creativity:** I like the idea of having a dragon in stages period.
While that was interesting, the stage is lacking a lot right now IMO.

- **Overall:** I was feeling the burn for this one, but probably not in the right place.
Personally I didn't like it, but it has a lot of potential to become something wonderful.

O Ilusionista' comments :

+ Nice graphics.
+ The dragon is pretty cool.
- Black borders (thanks to antialiasing).
- The dragon movement is repetitive.
- All the clouds use the same velocity.

Moi Mir by Alexei Roschak

	Cybaster	ExShadow	O Ilusionista	TOTAL
Graphics	3.3	4.4	2	**9.7**
Coding	3.5	3.9	3	**10.4**
Creativity	3.3	3.8	3	**10.1**
Overall	3	3.9	2.5	**9.4**
TOTAL	**13.1**	**16**	**10.5**	**39.6**

Cybaster's comments :

The story in the readme is quite interesting, and I'd like to have access to the same drugs as you. ;P I honestly prefer the first part of the stage, the second one feels like a reason to use this HD multi-blocks animation a way or another.

- First part of the stage is pretty awesome, and the shattered animation is well done. The snow is not just a curtain of white circles, so that's nice too.

- The 2nd part of the stage cruelly lacks depth. The floor and BG "mountains" have the same shape and exactly the same colors, so there's no impression of depth.

- The flames are the same generic Particle Illusion flames we see in many stages.

- What bothers me is that the 2nd part looks like a patching of several 2D elements one on top of the other, with different deltas to have some depth, but this sadly doesn't show, because of the colors (FG elements should have more hue/saturation than BG ones).

- The 1st part is not displayed really long, and the 2nd one lasts forever. Would have been nice to move to another zone afterwards, or even loop back to the beginning snowy place, as Margatroid(RC) does with his Ougon Musou Kyoku stages.

- Code is missing MugenVersion and p3start and p4start parameters.

+ Bounds and coding are fine overall. Sprites are cropped. Coding has some little things we're not used too ("visible" sctrl for example), without being very fancy. Not a bad job, but I'm not fan of the stage.

ExShadow's comments :

- **Graphics:** Graphic wise the stage looks pretty nice.
I like the effects used.

- **Coding:** I honestly don't understand why the stage changes, but I wish it would change itself back.
Would make the stage more interesting IMO.

- **Creativity:** The concept idea is kinda is nice.
I always find stages that have interchanging modes to be more fun than just staring at the same thing the entire match.

- **Overall:** Not really my cup of tea, but it's decent for a stage to play on.

O Ilusionista' comments :

+ Nice graphics for snow and mist
- The first part could stay longer and happens more times (loop)
- I don't like the second part, at all. The sprites have a bad "bevel and emboss" effect
- Too big sff for the result.

The Observatory by Djoulz

	Cybaster	ExShadow	O Ilusionista	TOTAL
Graphics	3.4	4.1	2.8	**10.3**
Coding	3.6	4.9	3	**11.5**
Creativity	3.2	4.7	3.1	**11**
Overall	3.5	4.6	3	**11.1**
TOTAL	**13.7**	**18.3**	**11.9**	**43.9**

Cybaster's comments :

At this point, it's fair to say Djoulz loves space-based stages. This stage incorporates a number of good ideas, but lacks some finishing work.

- To me, the biggest problem is the font you used for all the text. Who in hell uses such an ugly 1980 font for a futuristic space based stage ? Just changing this would have made the stage much better.

- Graphics clash a little : floor+space are 3D/semi-realistic, the ships are cartoonish, the screens+fonts are 1980/3 colors styled. Too bad. I'm sure it's possible to find more realistic ships. And I'm pretty sure some gradient on the screens would have made it much better already.

- This is even more noticeable at the beginning of the stage, with the walls having absolutely no texture at all. :(

- Screens are VERY high on the stage, which is sad because they're pretty interesting.

- Space Odyssey and Monsanto are funny and clever references. Too bad there are only two. Going for 5 or more would have definitely made things really interesting.

- The 2nd screen on the left is pretty nice (even though it lacks colors, gradients and stuff), but doesn't make much sense lol. Meh, not a problem really.

- About the temperature stuff, so much could have been done about it. Space fights or planet explosion or geyser outside, making the outside temperature rise. All this leading to a crack in the observatory, creating a vortex, making the inside temperature drop, activating sirens, etc. but I'm probably asking too much here. :P

- The ships have some nice energy animations, but it would have been nice to see the ship move before stabilizing, all this synchronized to the aforementioned energy/booster animations. As it it now, the booster animations appear randomly, and don't appear to change the course of the ships at all.

+ Good use of transparency definition in animation, and overall clean code. Too bad the stage lacks the overall finishing work.

ExShadow's comments :

- **Graphics:** Amazing use of textures, and effects.
I really like the way the stage looks to be honest, though I think the colors could mesh better if you adjusted some hues.
I think a glass effect would have been a good idea, but sadly you didn't implement it here.

- **Coding:** I love the way you added the elevator feel to the intro of the stage, it really added to the atmosphere.
I personally think you should have separated the moon from the planet, and stars.
Would have been nice to have some kind of moving lens flare, but that's just me.
Light reflection on the floor was a pretty boss idea.
You almost nailed the camera movement for me, but you didn't sorry. Vertical follow, and floor tension can be adjusted to make sure the characters do not reach the top of the screen before the top of the stage.

- **Creativity:** I love the whole concept idea of the stage, in space, and it's like they are getting battle ships ready or something.
Good job.

- **Overall:** Probably my favorite stage from you, thanks for sharing.
You've improved a lot from last time.

O Ilusionista' comments :

Nice idea, but the execution no. Seems to be rushed.

+ Nice graphics for the burst, space and ships.
- Style clashes for sprites (the bg of the "elevator" with the Space, ships and so on).
- The "sun" has a too quick speed. Take in consideration how far it is, it simple CAN NOT have that velocity.
- Burst effect is linked with ship, which doesn't make sense. When ship moves, the burst moves linked with it, it's strange.

Kaminoi Castle by Jafar

	Cybaster	ExShadow	O Ilusionista	TOTAL
Graphics	4	4.8	3.4	**12.2**
Coding	3.7	4.7	3	**11.4**
Creativity	4.1	4.7	4.2	**13**
Overall	4.1	4.7	3.7	**12.5**
TOTAL	**15.9**	**18.9**	**14.3**	**49.1**

Cybaster's comments :

Jafar recreated the Kaminoi Castle from Soul Calibur 2, in a stage full of colors and animations, and even a very nice intro. :) Let's see how this stage stands when looking into everything.

- The subtle parallax is a nice touch. However, I'm not entirely sure it was coded properly to avoid sliding. Not noticeable though, since we can barely see the parallax anyway. Floor indicates it should have had much more parallax though.

- I love what you did with the changing time and changing colors as time passes. All elements blend well throughout the stage, even things such as petals, and that's very nice. Only downside though is that you coded it as an animation instead of BGCtrls, thus your stage doesn't loop and ends when night falls. Too bad. :(

- The big petal is too big IMO and kinda distracting.

- Petals have a very big delta, which makes them move like crazy when the camera moves. Not very natural IMO.

- When you move the camera to the left, petals move to the right of the screen, and there's this bug where they disappear before going completely out of the screen. Can be fixed by changing the X-axis of the petals in the SFF.

- The moon has no X-delta but a huge Y one. That's really odd.

- During the intro, could have been nice to remove the music text.

- I don't know if the game would have allowed to rip it (but you could have used your stage's sprite to make it anyway), but having the intro zoom more into the stage and have fighters appear with transparency would have made the transition between the intro and the fight much smoother.

- Lots of colorloss in the stage, due to gradients. Not much you can do though. Mugen 1.1 will fix that.

+ Overall, the stage is pretty nice, but there are a lot of little mistakes that stop it from being completely top-notch. Still, it includes some really cool stuff such as the intro and changing time, so that's really nice.

ExShadow's comments :

- **Graphics:** Everything - the sky looks nice, good job Jafar.
A bit of colorloss spotted on the sky.
I like the fire and petal effects used.
The intro is pretty as well.

- **Coding:** As stated the intro was a nice touch.
What's got my jaw to the ground is the petal animations.
You literally got them touching down to the ground and then fading away, good job!
I dislike how the moon, and sky moves so fast when you jump up.
I also like how the look of the stage changes over time.
You could have made the execution a bit smoother though, I can see certain parts of the stage flashing when the change is done.
I'm sure you wouldn't see the fire that bright on the walls in the daytime light.
I think you would have done better having the petals move with a horizontal vel so it doesn't look like they are falling from space.

- **Creativity:** Good job putting this all together.
Must have been a time trying to blend everything so it would mesh well together.

- **Overall:** I like the stage.
With a few adjustments it could be even better than it is now, keep it up!

O Ilusionista' comments :

+ LOVED the intro!
+ Nice work with sky.
- The petals could have more frames.
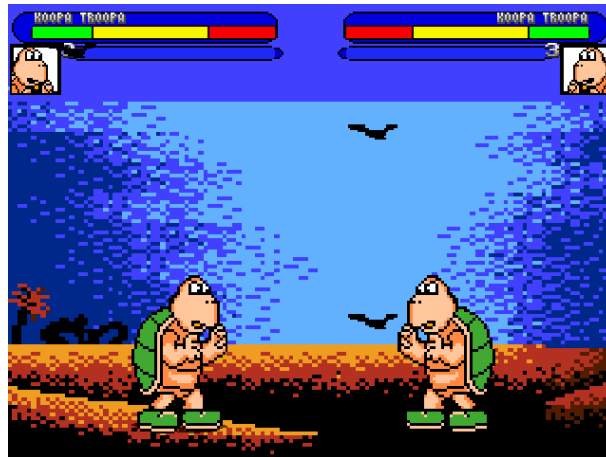- The floor could have some parallax.

??? by MaxBeta

	Cybaster	ExShadow	O Ilusionista	TOTAL
Graphics	0	0	0	**0**
Coding	0	0	0	**0**
Creativity	0	0	0	**0**
Overall	0	0	0	**0**
TOTAL	**0**	**0**	**0**	**0**

??? by jazzpear94

	Cybaster	ExShadow	O Ilusionista	TOTAL
Graphics	0	0	0	**0**
Coding	0	0	0	**0**
Creativity	0	0	0	**0**
Overall	0	0	0	**0**
TOTAL	**0**	**0**	**0**	**0**

Beach by Duck@ss

	Cybaster	ExShadow	O Ilusionista	TOTAL
Graphics	2.5	2	1	**5.5**
Coding	1.5	2.8	2	**6.3**
Creativity	3.1	3	2	**8.1**
Overall	1.5	2.4	2	**5.9**
TOTAL	**8.6**	**10.2**	**7**	**25.8**

Cybaster's comments :

- Debugbg was left at 1.

- Launched the stage in Winmugen and ... What the fuck!!! If you're going to use Winmugen coding, make it compatible with Winmugen and don't use scaling parameters you don't understand. Otherwise, use 1.0 coding only. Shows there's a bunch of stuff you have no idea how it works in the DEF file...

- y start position is set to 5, so players will not land at the same Y-axis from their first jump ...

- I have no idea how accurate this is or not, but a bunch of stuff bothers me :

      + All the birds fly with their animation synched.

      + There's a bunch of birds flying diagonally, all with the same X-axis, which looks like a wall of birds moving together.

      + Birds passing in front of chars while being the same size as BG ones doesn't make sense.

      + Birds could get some sinusoidal motion.

- Shadows could be completely black to match the low color count. This type of shadows doesn't match the stage at all.

- Adding some slight water animation, or the people in the BG with some minimalist animation would have added life to the stage. Making the clouds move would have been easy too. As well as adding a hear moving when they kiss, or stuff like that.

- Time between each transition is too long. You'll never see the whole love story in a real fight.

- Bounds are completely wrong. Align your sprites in the SFF and fix the bounds to +/-160. You're losing a lot of space here.

- Stage is misaligned between the 1st and 2nd part of the animation. Feet shift one pixel Y-wise. Can be seen in the SFF too, obviously.

+ So yeah, it's an attempt at a bootleg stage, but there's so much wrong with it. Can be improved a whole lot with a very few effort and more attention to detail.

ExShadow's comments :

- **Graphics:** The sprites are a bit too pixelated for my taste.
You could have animated the water.
You also could have shaded the sky and water to blend better.
On a couple of the frames on the floor and everything expands why?

- **Coding:** I like how the stage changes over time.
You left uncropped sprites in the sff.
The camera movement is pretty bad, characters reach top of screen before the top of the stage.
Adjust vertical follow, and floor tension to fix this.
The birds flying downward are tiled too close to each other.
You could have made the water, floor, and clouds 3 separate layers and given them different deltas for depth.

- **Creativity:** While I find this very creative, it wasn't very impressive.
However, I'm glad you made an effort to try to draw some sprites(correct me if I'm wrong.)

- **Overall:** It was an okay attempt, but I think you could have done much better.

O Ilusionista' comments :

- I know it's an 8bit stage, but the pixels are too big
- The birds have the same velocity
- could use more animations

Lucky Day (K'Dash) by Vegaz_Parrelli

	Cybaster	ExShadow	O Ilusionista	TOTAL
Graphics	3.2	2.6	2	7.8
Coding	3.6	3	3	9.6
Creativity	3	3.3	2.2	8.5
Overall	3.1	2.9	2	8
TOTAL	12.9	11.8	9.2	33.9

Cybaster's comments :

A custom stage made for K', with custom concept and all.

- Honestly, the stage is fine, but feels pretty bland to me. The parallax is well coded, but the floor takes too much space and is pretty generic.

- The buildings in the background, as well as the sky, have some very good deltas that really give depth to this part of the stage, but you can't see them much because they're high on the screen.

- The rain is a single sprite that is tiled and doubled. Pretty generic too.

+ Overall, the coding is fine on all parts, but the stage is pretty generic, lacks life, has nothing that really stands out for me, and is overall pretty average.

ExShadow's comments :

- **Graphics:** The sprites don't look bad, but you could have made the colors mesh better together by adjusting some hues.
The floor seems a bit big for low-res characters, you should have made it smaller.

- **Coding:** I like the raining feel, but I would have added some kind of tint to blend the characters in with the stage slightly.
I like your camera movement.
You could have added splashes to the floor since it's raining, as well as use a slight reflection.
I like how you added parallax to the floor, and it doesn't seem like the characters are sliding.
The movement of the clouds is unnatural; you can fix this by adjusting the deltas.

- **Creativity:** I like the idea you were going for, but it's lacking a lot of things right now.

- **Overall:** It's an okay stage, but it needs more work.

O Ilusionista' comments :

Boring stage.

+ Parallax
- Rain have no drops at the ground?
- Ugly sprites at the background and at the floor
- Boring concept

Waterfront by Liquid Jake

	Cybaster	ExShadow	O Ilusionista	TOTAL
Graphics	3.4	3.2	1	**7.6**
Coding	3.2	3.2	1.5	**7.9**
Creativity	3.5	3.5	2	**9**
Overall	3.5	3.3	1	**7.8**
TOTAL	**13.6**	**13.2**	**5.5**	**32.3**

Cybaster's comments :

A complete recreation of The Waterfront Mall from NES River City Ransom, with custom sprites.

- The parallax seems well done (didn't check the values), but a little too strong IMO.

- The little animations (flying newspaper, boats) set the stage to life without being disruptive.

- To me, the NPCs clash with the stage. Their Super Deformed shape and colorful palette clashes with the more realistic BG. Could have been better, for the sake of homogeneity, to take NPCs from Dong Dong Never Dies or another game made from real actors.

- The BG is really colorlossy and has jpeg artifacts all over the place. It's not too bad since the stage is overall grainy, but I'm sure some work could have been done to make the sky at least look a little better.

- What the hell is this "localcoord = 640,480" in the code?

- p1/p2 startx should be set at +/-70, otherwise it can fuck up some intros.

- screenleft and screenright are set too high IMO. Better to keep the value at 15 or so, and not more than 25.

- The text at the beginning doesn't have a nice font.

- Worse, if you skip the intro and move the camera, the text will move out of screen. The delta should be changed so the text doesn't move at all.

+ Overall, I like how you gave life to the stage and gave depth to it from really "flat" elements. Good job on that. A few coding mistakes though, and clashing sprites with the NPCs.

ExShadow's comments :

- **Graphics:** The sprites look nice, but you have a few holes in the buildings from incorrect masking.
Adjust the transparent color on the palette to get rid of the holes.
The people running around clash with the rest of the sprites, try adjusting the contrast, and brightness to fix it up a bit.

- **Coding:** Personally, I think you could have animated the water.
I do like the boats passing by.
The camera movement is bad, adjust the vertical follow, and floortension so the characters do not reach the top of the screen before the top of the stage.
Nice parallax coding you have there, guy.
You could have coded shadows to go along with the running people.

- **Creativity:** I like the concept idea, but what exactly are the people running from? It seems a bit strange IMO.
I like the use of realistic images, but combination of that with sprites doesn't mesh well together here.

- **Overall:** I wasn't really feeling this, but I'm sure if you applied the above, it would be a bit more interesting.

O Ilusionista' comments :

Nice try, but bad execution.

- Do not mix real-like graphics with pixel art, it simple weird.
- Bad parallax at the floor
- Bad animation for the boat
- Colors are washed
- Non symmetrical
- ...bad.

Ancient Grave by Anti-11

	Cybaster	ExShadow	O Ilusionista	TOTAL
Graphics	4.2	3.7	3	**10.9**
Coding	1.2	3	2	**6.2**
Creativity	3.6	4	2.5	**10.1**
Overall	2	3.6	2.5	**8.1**
TOTAL	**11**	**14.3**	**10**	**35.3**

Cybaster's comments :

A completely hand-drawn custom stage by Anti-11.

+ Let's start with the good point: the stage is custom, the drawing is really nice, the colors fit really well, the style is neat. So basically, the base material was perfect to get a very very nice stage... but now let's dig into the code. :(

- CHARACTERS SLIDE!!! That's one of the worst things you could get. Delta for the floor HAS TO BE 2,2 in your case, not 1.7,2.

- All the bounds are completely wrong. Floor isn't entirely shown, you can't go up to the left/right of the image, and the top of the stage is cut, you can't even see the head of the skeleton entirely. Way to kill your own work. :S

- Needs more life than just a butterfly in the foreground.

- The background animation is fine, even though it's high on screen so we can't see it too much.

- This is the kind of stage that could have benefit from a tint to have chars blend better in it.

- Last sprites of the SFF are not cropped.

- We can see some white pixel borders between the FG sprite and the BG zone.

+ Overall: awesome base material butchered by very bad coding. Too bad. :(

ExShadow's comments :

- **Graphics:** I like how the stage looks.
You should have cleaned the edges of the floor, they are jagged white in parts.
The painting is nice, but I think you could have detailed it a bit more.

- **Coding:** The deltas are coded improperly, the characters are sliding, and sprites are moving unnaturally.
The camera could be adjusted so it doesn't follow the characters as they jump up so fast.
Decrease the vertical follow and floor tension.
You left uncropped sprites in the sff.

- **Creativity:** The concept idea itself, is great, and I'd love to see the stage improved.
Your painting skill are pretty good, but I would have liked to see more work put into this.

- **Overall:** This was a nice stage, but it needs more work to be considered great.

O Ilusionista' comments :

Idea is cool, but could be improved.

+ Nice background with the trees.
- The background (with the lights) has a weird delta.
- Kinda boring, needs more life on it.
- Needs more animations.

Stop that Train by Rukifellth

	Cybaster	ExShadow	O Ilusionista	TOTAL
Graphics	3	3	2	**8**
Coding	1.4	3	1.5	**5.9**
Creativity	3	3.8	2.5	**9.3**
Overall	1.7	3	2	**6.7**
TOTAL	**9.1**	**12.8**	**8**	**29.9**

Cybaster's comments :

A remake of a Wario World 2 stage for Mugen.

+ Graphically, it's an old school stage, with fine graphics and nice colors, even though there are few.

- Sprites are not cropped at all.

- Many unoptimized stuff: sprite 0,1 could have been just the wheels for the animation. Sprites 0,2 and 0,3 could have had all stuff separated and animated separately, allowing much more liberties.

- Sprites 0,9 to 0,12 should have been a single sprite with vel Y, using sinusoidal motion.

- Projectiles get stuck on the right side of the stage.

- Chars can go out of the train and float, on the left side of the stage.

- Roof hides the players. I guess some BlackJack trick would have been welcome here.

- Stage is not symmetric by one pixel.

+ Overall: too many coding errors a little everywhere to make it an OK stage. At this point, it's just pretty bad.

ExShadow's comments :

- **Graphics:** Retro sprites are very pretty when used right, and you almost nailed it.
Not saying the sprites don't look good, but you could have done something with all of the white shown on the screen.

- **Coding:** I see no problem with the code, but the characters jumping through the roof through the whole battle must be pretty painful ya know?
Remember to crop your sprites, it's always good to crop it unless it is an absolute must that they are not cropped.

- **Creativity:** I really do like the idea of fighting on train stages, especially inside like this one.
You even have the train shown moving on the tracks which isn't boring to look at IMO.

- **Overall:** The stage is nice, but it's a bit too simple for me.
The same can be said for a few I've tried.

O Ilusionista' comments :

+ Nice idea.
- The walls render some chars buggy.
- Some parts get over the lifebar.
- Flat floor makes some chars looks weird.

RANKINGS !!!!

31. Genesis [0 points]

31. Watta [0 points]

31. MarkPachi [0 points]

31. profylebryon [0 points]

31. SXVector [0 points]

31. xM.Ξ.†.Λ.L.G.Ξ.Λ.Rx™ [0 points]

31. roney the aquahedgehog [0 points]

31. Gopal [0 points]

31. -SyN- [0 points]

31. NoZ [0 points]

31. Rednavi [0 points]

31. Pal [0 points]

31. MaxBeta [0 points]

31. jazzpear94 [0 points]

17. Duck@ss [25.8 points]

16. Amidweiz [29.2 points]

15. Rukifellth [29.9 points]

13. Soknasful [32.3 points]

13. Liquid Jake [32.3 points]

12. Vegaz_Parrelli [33.9 points]

11. Hekutta [34.5 points]

10. Anti-11 [35.3 points]

9. mh777 [38.4 points]

8. Alexei Roschak [39.6 points]

7. Legend Ivanhoe [43 points]

6. Djoulz [43.9 points]

5. Caddie [45.8 points]

4. xX-Nero-Xx [47.6 points]

AND THE WINNER IS !!!

3. Jafar [49.1 points]

2. Maverik [54.5 points]

1. Davismaximus [55.9 points]