

In 5th place... Jpriced & Vibrage who abstained!

In 4th place... HighSpace with a total of 76 out of 150 points!

This is his project: https://www.youtube.com/watch?v=dsXoG_QHUI8&feature=youtu.be

Zarfot: The weird camera angle and the overlay take away from something that could have been decent. Cool concept, somewhat original, that I would have liked to see more developed.

killic33: It's definitely new and unique, I'll give it that. However, from an outside perspective, I wouldn't really be able to relate this to the game as a whole. It does feel like something that would come from Sandbox, though! I don't mean that in a jeering way, so sorry if it comes off as such. Going off the other edits, I think you could've just had Lozer appearing solely around the time you popped their target, but it's mostly solid otherwise. (You almost beat your high score too! Nice job!)

In 3rd place... both XFire1994 and Uprizzle, with 97/150 points!

This is Uprizzle's project:

https://docs.google.com/presentation/d/1Vj34fxO9EQrJqj9rpaySmR1XMM-X73M2-mBGIJJaGXQl/edit#slide=id.g2aec43e7ee_0_126

Zarfot: I like this, even though some of the burns were too subtle. The whole car salesman thing was really original, but I would have liked a bit more effort into making the presentation more fun to read.

killic33: This was positively silly and I loved it. I feel like you had some good chances to diss some of the players, but I guess depending on the car it's a diss in its own right. In tandem with that, I'm unsure if you deliberately picked cars that you felt suited players or just went for neat and interesting wheel mobiles. The presentation was adorable, nonetheless. (I have questions about your Call of Duty RP days tho)

This is XFire1994's project:

<https://imgur.com/a/yEvDA>

Zarfot: This was really funny, but considering it was not your art I can't give you much points. Still, it made me laugh and you picked the perfect frames for each moment, so gj on that

killic33: Honestly if I could sum up my SBBB experience, fun as it was, the "oh no" comics sum them up pretty well. It's creative in your way of drumming up something new from something else, but the 'something else' part is what I feel *really* kicks this one in the teeth. I mean it's relatable, but also oof ouch ow. Sorry hun'.

It comes down to OikawaTooru and coolkidrox123!!!

And the winner with 108/150 over 103/150...

Is OikawaTooru!

Let's start with the runner-up, this is coolkidrox123's project:

<https://i.imgur.com/nHzLlcg.jpg>

killic33: You do the art move, so this is doubtlessly your own work. I almost dissed it for being in the same boat as HighSpace's but I read the thread and now I understand the relation of it. I don't know how I feel about sticking to the game's specific theme, however. It's a very charming piece, and I like your color choices. (what I'm wagering is) Satan's little red aura of evil is a nice touch! Ye' boy Jeezums looks unfinished, though.

Zarfot: Really love the style of your art! It clearly shows good talent. I would have loved to see more references to events or people from the house tho. Maybe the little figures represent something, but it's not clear.

And this is the winner project, OikawaTooru's:

<http://orteil.dashnet.org/igm/index.html?g=F0XbRdKq> cookie clicker game for sbbb3
<http://orteil.dashnet.org/igm/index.html?g=9pYT37nk> haxxed version so you can get all the achievement and buyable stuff without waiting 80 years
<https://pastebin.com/F0XbRdKq> code for the game here

Zarfot: Really impressive work. I couldn't manage to play much, but seeing all the code behind it it clearly shows how much effort you put into it, and I loved that everything was tied to the house. Would have liked to see some introduction or back story.

killic33: I'm not too sure how I feel about this one, honestly. It's really clear a lot of effort went into it – what with what I wager is salvaging the game code and rehashing it to match up your own stuff (Fuck coding btw), but it feels a little lackluster. I blame some of that on having played idle clicker games into the dirt. Sorry.

How each judge voted:

https://docs.google.com/spreadsheets/d/1_BGeCWLXMyfeib4MNUHxDxORYYLF1cg2YX7CaluMwPM/edit#gid=0