

**FULL DISCLAIMER for my (Ethernil's) Mega Maker LP:** I'm going into these levels blind or mostly blind, sometimes splitting my attention with the chat. So I apologize for any silly mistakes I make.

I also apologize if I sound a bit too harsh when airing my comments. I want to help level designers improve their craft, learn from their mistakes, and hopefully gain inspiration for future stages. Keep in mind that my critique is partly subjective. I try to be somewhat objective, and provide my biases when applicable. But, some subjectivity will pass through.

After all, making a good, let alone decent level, is very difficult. There are a lot of things to take into consideration when designing a stage - proper introduction/placement of enemies and gimmicks, proper difficulty curves, proper placement of checkpoints based on stage difficulty, designing fun challenges, balancing stage length, etc. And this isn't even taking into account player preferences on level design and gimmicks. Or stuff like usage of graphics and music.

I'll also be treating different kinds of stages differently. I feel that traditional MM levels should be evaluated differently compared to stuff like fortress stages, challenge levels, gimmick levels, special weapon-focused levels, kaizo levels, automatic levels, etc. All have important traits that warrant different evaluations.

Also, due to having a limited time to record and edit, I prefer going through short to medium length stages over lengthy ones. I will go through longer ones from time to time, but they'll get pushed back in favor of the shorter ones, so that we can see a greater variety of level themes and design styles. If a longer stage is submitted to me by a viewer/commenter, I *will* cover it in the future.

Lastly, for every week, I try using a "round-robin" approach to covering stages. Essentially, I aim to cover at least one level per designer per week.