

REVIEWS FOR WEEK 7 - Zlv Academy VII

Because I don't have time to write every little thing I liked or didn't like about every single simfile, I'm going to try and keep these reviews on the brief side of things. There's probably a lot more things I could say that I didn't actually say here. If you want me to go over things in greater detail, PM me and I'll find some time to write you an 800 word essay.

Due to the nature of this week, all files are reviewed on their highest difficulty only.

So... good week. Not a great week, but a generally good week.

Oh and I gave out *two* 10/10's in one week, which for me is completely unheard of. Which probably also means the world's going to explode any second now. If the world does indeed explode, please blame the following two simfiles and their respective creators:

TOP STEPCARTS OF THE WEEK

Origamical sweet love [FoRCeDNaTuRe X KexMiX]

Snowfall [Daffa212162 X talkion]

Blooming Day [DDRDAIKENKAI X Gameoson]

It was great working with you again! ^_^

FREEZER BURN [darkanine X djVERTICAL]

Ooooooh boy, there is just so much I didn't like about this. I found myself constantly disagreeing with your step rhythms. M24-m32 is good, but most everything else just didn't feel right to me at all. And that 130 BPM section... Why? I have absolutely no idea what you guys were going for with all those scroll gimmicks. Sorry, didn't like this at all.

Future Raver [about:blank X hypnoticmarten77]

Kind of a mixed bag. On one hand, I actually had a LOT of fun with the first half! The second half was a lot weaker though. Didn't like the rhythms from m65-m81, and the entire ending feels very overstepped. I can *sort of* hear what those 16ths are going to, but only if I've slowed the song down and I listen *extremely* closely. It feels like it's only that hard because 1: it's the end of the song and 2: you didn't want the first half to be way harder than the second half.

I mean, I still had *fun* all things considered. For a mixed bag, it leans a lot more towards being good.

Let Me Think About It (MAFFALDA Remix) [CLOUDIO X TikalFan9000]

Points for experimenting, I guess, but wow this was confusing! Even after reading the explanation and trying to play the chart the way you guys intended, I still get confused every time I attempt to do it. Not fun. And honestly, I don't understand what purpose they serve other than to look interesting. It doesn't seem like any of the roll hits have any true musical relevance, they're kind of just randomly chosen. I don't see why these couldn't simply be normal 16th streams.

ALSO: So yeah, in addition to not being able to play this chart properly anyway due to the stricter roll timing windows in Simply Love, I *hate* bracketing. So the [alternative method](#) doesn't do anything for me either. And if anything I think this is just more convoluted than the original method. =/

The rest of the chart's actually fine. Rhythms are on point, there *is* good tech used elsewhere during the song, but the rolls totally ruin it for me.

Origamical sweet love [FoRCeDNaTuRe X KexMiX]

Kinda surprised it took 7 rounds for Camellia to finally show up. Also refreshing that the song doesn't sound anything like [HOW TO SOUND LIKE CAMELLIA](#) for a change, as much as I enjoy that crap. :P

Also holy crap is this chart good wow

PLAYBALL [Pandemonium X X TonyAkita]

Kind of difficulty-spiky at times. I would have rather seen something around a 13 instead of stepping all those snare rolls. And yes I'm fully aware there's some faint 16ths at the end of m47, but if you're primarily following the lead synth then I'd recommend not having a 16th stream here. I didn't like the gallops at the end.

Personally I think what you should have done is cut out m52-m68 entirely. The second half of this song is *very* repetitive and I don't think it's doing you any favors to have the song go on longer than it needs to.

Played-A-Live (The Bongo Song) [RaverAce X VanEden]

Good, but a bit on the repetitive side. The repeated patterns does work with the song, but after a certain point I think you can do a little more than just the same Left-Right-DownRight + variations. What about Left-Down-UpRight? Up-Left-LeftDown?

I get m51 onward is trying to combine both the synth and drum together, but the step rhythm actually ended up very confusing here.

Snowfall [Daffa212162 X talkion]

If I didn't know any better, I would have thought talkion made this one by himself. This stepchart has him written all over it!

This was a damn good simfile! I have only a couple of *very* nitpicky rhythm things here, but it's really not worth complaining about. M30-m34 is really cool!

Tawamure panda [Akira X tsugaru7reveng]

I don't know what the heck happened in Phrase C, but I did *not* like Phrase C. The jumps made no sense to me, 16ths (or sometimes lack of 16ths) felt wrong. Everything else was generally good, but Phrase C for some reason just kind of sucked. =/

A few rhythms outside of Phrase C felt off as well, but then again stepping the guitar 100% accurately might lead to some wacky skittle notes, so... Yeah, it's fine I guess. Except for m39, that measure sucked too lol

Venus Fly [chewi X Pie-kun]

Not sure how I feel about the doubled BPM at the end. I kinda like it, I kinda don't like it at the same time. Generally good, but I did think m8-m12 was overstepped. I think the second half of the ending could have used more pattern variation too.

Speaking of the ending... yeah I'd say that ending pushes this into 14 territory.

Visnu [Lampshade X vonafroa]

Cool, you've got labels for who stepped what right in the simfile. Now I know which one of you to yell at if there's something I don't like. :P

Nah, don't worry, I'm not actually singling anyone out. Actually, you both run into the same issue as each other during m12-m28 and m44-m60. Both use good rhythms and patterns, but the problem is that they kinda feel samey throughout each section. The offbeat triplets in the former part are fun, but they don't do anything to actually evolve over time. It's basically just the same patterns copied and pasted over and over. The latter does slightly better at mixing it up but I still feel like you could have had more pattern variety.

Vitrum [HealingDMax300 X SirDj0nt]

FUN FACT: Before this contest started I was actually working on a 19 for this song. It wasn't going over too well though and I tossed it in the garbage. So if nothing else, I'd say you guys at least gave me a bit of inspiration if I ever decide to revisit Vitrum myself.

Speaking of 19's... you probably should have just gone for it. I feel like a lot of times during this song you ended up holding back too much. That might sound weird considering this is already an 18, but still there's a lot of missed opportunities. Missed opportunities aside, I still feel like the stuff that is there feels off. Lots of incorrect step rhythms in the intro, some really confusing patterns starting at m13, and some little inconsistencies here and there (intentional doublestep at m21, but no matching doublestep at m25), and a couple of annoying stutter effects that I don't think the song needed. Overall this had a tendency to be hit-and-miss. Good ideas, but not always good execution.