

A Little Respect

Beginner (10): Does what beginner has to do

Basic (10): Really fun attention to step patterns matching melodies in songs in terms of repeating arrows/walking across the pad. Really fun!

Difficult (8): I felt this maybe needed some more space in the steps, not a lot but it seems like every quarter beat had a step and some breathing room could create more interest in the arrow rhythms. Overall fun!

Expert (8): Fun patterns, sometimes I felt like it was a little chaotic with changing rhythms and the amount of crossovers which made it feel a little messy. I don't have an issue with songs that have difficulty gaps between charts, but I felt like a middle ground between the difficult and expert charts would've been better for this chart.

Challenge (6): The patterns felt overdone. Nothing wrong specifically with the difficulty in general, but a lot of the eighth runs felt like they didn't "go" with the song. I think the steps just felt a bit too chaotic to match the song.

Other notes that don't affect judging: The sample start is so short! The cut felt long, and I would've liked some original graphics.

Buzzin'

Basic (9): Pretty fun!

Difficult (10): Really great, it felt like actually dancing at points. It really got into a "groove" and it matched the feel of the music really well.

Expert (6): A lot of the jumps felt like overkill, many of the jumps that were mid-stream seemed really difficult to maneuver and ruined the flow. Some parts, the rhythms got really sticky with the jumps in there and the freezes.

Challenge (7): There were a lot of fun variations when it came to 16th note gallops etc. Similar issues as the previous chart, jumps and crossovers tied with freezes arrows that seem pretty impossible to do on pad.

Other notes that don't affect judging: Cut felt long, especially for such a repetitive song.

CLEOPATRA

Beginner (5): A lot of patterns didn't go very well musically, and I don't know if this makes sense, but the chart felt "disorganized" to me.

Basic (8): Nothing really wrong with it. Felt more organized than the last chart!. Patterns were repeated musically, etc.

Difficult (6): Steps felt a little too literal and karaoke for me. There was nothing particularly wrong with the patterns, but it just didn't feel very inspired to me.

Expert (7): Not bad! Sometimes the steps felt a little too "karaoke" which made it feel less dance-y. I liked the gallops in the first part of the last chorus, not as much in the second part. Felt like an intense amount of crossovers that I didn't feel did much.

Other notes that don't affect judging: BPM gimmicks didn't help here, for me. I feel like 85 BPM was more realistic, but you can make a case for most of it being 170 BPM, so that's okay. I do feel like the BPM gimmicks took away excitement rather than added excitement.

Cold Pulse

Beginner (8): Fun beginner chart! Does what beginner needs to do. Nothing crazy. I do feel that the freeze arrows could've ended earlier, so there was more space between the freezes for beginner players. That sounds nitpicky, and it is, but most beginner charts do that. Looking at modern beginner charts, they are less rigid about that, so it isn't a major problem really.

Basic (10): So cool. The steps were very musical, matching well to the drum rolls and melodies. Fun freeze patterns, for a player who is new to freezes this would be a really fun chart to play and practice and challenge themselves, and it's also interesting enough for players at higher levels. It was just really fun.

Difficult (9): Also super super fun. I understood what you were doing with the freeze arrows, but I personally don't like freeze arrows that are so short that you don't even have to hold them to "okay" them, and when they end so close to the next arrow. That sounds nitpicky again, sorry, but overall this chart was also super fun and very musical. This is exactly what I wanted to play in a competition like this.

Expert (9): Very fun. Sometimes the triplets felt a little messy, but I'm not going to hate on it. I felt this chart had fun rhythmic aspects, without feeling like beatmania IIDX for feet. It still felt like dancing, and had great variety in rhythms, while also creating a "groove" with the steps that felt musical.

Elemental bender

Beginner (6): Nothing technically wrong I suppose, but it felt very chaotic for a beginner chart. It could use more breaks in the chart, and maybe be simplified a bit.

Basic (8): No real problems with this! Fun patterns. Sometimes I felt there were too many crossovers/spins. This isn't an issue for me in terms of having to twist too much, it's easy with quarter notes to hit the arrows however you want, but sometimes it just felt repetitive, really.

Difficult (8): Fun! Similar critique as the last chart, sometimes repetitive. The amount of jumps seems tiring, but I'm not specifically docking you for that, it's a valid stylistic choice and works with the song which has a pretty intense sound to it.

Expert (7): Mixed bag for me, a lot of fun patterns that felt really natural to step to with the song, but sometimes it was a bit too "follow the melody exactly" and the amount of crossovers was a bit much for me. I feel like the effect of crossovers is lost when there is such a vast amount. Still, overall, a fun and good chart!

Challenge (7): The shock arrows seemed effective, but similar critiques to the past charts for this.

GETCHA

Beginner (10): Really fun! Does what it needs to do, but matches the music really really well.

Basic (10): Excellent, the steps are fun, the patterns are fun. You did a great job paying attention to where the body is facing. The part with the drum rolls was really really cool.

Difficult (10): This is just stepped right! It's melodic, it goes so well with the music, without having to follow exactly. This is exactly what I want.

Expert (6): I felt it was over stepped. It didn't feel DDR style to me, sometimes felt too chaotic, especially with so many crossovers and tricky freezes added in. I do love what you did with the freezes in the chorus.

Other notes that don't affect judging: I'm bothered by the fact that the song wheel doesn't match the banner! The cut felt very long, like the song that never ends. I didn't think the BPM gimmicks were necessary.

Gurenge

Beginner (10): Does what a beginner chart does. It was fun!

Basic (9): Fun! The chorus especially was great. Some steps during the verse felt like they didn't really do much or accent much in the music, but it's a basic chart, it's not going to have super intricate rhythms or anything. Really good.

Difficult (10): Really fun again! Fun, interesting patterns during the verses. Just a very smooth and clean chart.

Expert (6): Very karaoke, feels like beatmania IIDX on feet at times. A lot of crossovers. I think that would make a lot of people dizzy. I think using this many crossovers so often and close together loses the effect of them. It's very twisty to the point of feeling gimmicky. The eighth run before the chorus felt weird as the music was very strong quarter notes. The gallops in the last measure felt unnecessary, like it was just for artificial difficulty. Still, a pretty clean chart in terms of rhythms and what not.

Challenge (5): Similar as the feelings to the expert chart. I felt like I was playing the percussion with my feet. A lot of the patterns and the 16ths didn't seem to go with anything or match with anything. It felt difficult for difficult sake.

Other notes that don't affect judging: I appreciate that you didn't half the BPM. There could be an argument for it, but a lot of times it feels like a gimmick and I appreciate that you didn't.

Herbarium

Beginner (5): For the most part, it was a step every other beat. It was a pretty soulless chart, in my opinion. Beginner steps can have more space in them, more off time. The types of patterns at the end are rare in beginner charts, in terms of having the player change arrows within one beat.

Basic (5): A tiring amount of jumps for a basic chart. Similar to the beginner chart, this was kind of just a step every beat. The eighths felt like overkill for a basic chart, and beyond that it didn't do anything interesting with rhythms.

Difficult (4): Feels like an ITG file. Footmania IIDX steps during the middle, sandwiched by boring rhythms and uninspired steps. Overkill for this difficulty.

Expert (2): I am sorry to seem so harsh with these scores, but the point of this competition is DDR-styled files/freestyle-ready files. I feel like this would be very popular as an "ITG" file, but as I said before, this is just beatmania IIDX on foot. Nothing about this emulates dancing, I couldn't see anyone possibly doing a "freestyle" to this. The jumps and jacks during a 16th stream is too much, not very fun. I just think this may be in the wrong contest.

Challenge (3): Similar as above. So many jumps and twists to the point where this isn't fun on a pad if you are more interested in the "dance" part of Dance Dance Revolution. I also don't like freeze arrows that you don't need to actually hold to pass. No point in a freeze arrow being an eighth note long.

Hypnotheque

Beginner (8): Sometimes could've been toned down with more space, but overall fun and pays good attention to simplifying the patterns to a beginner player

Basic (10): Pretty perfect. Really good use of crossovers and jumps.

Difficult (10): Perfect. Felt like a true DDR chart. Fun, creative, interesting.

Expert (10): I loved this!! It truly felt like an early-DDR almost-boss song if that makes sense? The gallops were super fun. Great use of 16ths and crossovers without going overkill. This chart really captured the joy of early DDR for me.

Other notes that don't affect judging: What's with the sound quality and the background quality?? Steps felt like they started pretty early.

Koisuru rain girl

Beginner (7): It's a fun chart, but I think this song could use a more traditional beginner chart with less off-beats etc. I know modern DDR is more lax with these rules, but I think it would be more appropriate for this song.

Basic (9): Really fun simple chart. Sometimes the quarter note steps did feel like I was walking for walking sake, but generally everything mixed really well with the music. I loved the freezes when she says "hello hello hello" or whatever she said.

Difficult (10): Really really fun! Very clean chart. I loved the eighth notes in the last section when the vocals were a little glitchy.

Expert (10): Once again, very very clean chart! It just flowed nicely together, felt professional. Your steps were made with a musical mind, very good step placement that coincided with what was happening in the music. Great chart.

Challenge (10): Charts this difficult usually aren't my cup of tea, but you did this really well and really right. It feels like a modern DDR challenge chart, it pushes the limits of the melodies of the song while still feeling dancy, bouncy, and fun. Just very well made!

Laplace

Beginner (9): Did what beginner needs to do.

Basic (8): Nothing wrong, but nothing thrilling to me. It works for what it needs to do. I feel like, even though it's basic, it could've pushed a little farther. Good use of freezes, but maybe in the last part it could have upped in intensity?

Difficult (9): Good chart, stayed fun and interesting with patterns.

Expert (7): The amount of jumps seems like a lot. I don't think it made the chart more interesting or fun, as much as it was just tiring. The patterns were generally good, the gallops were fun. Perhaps overkill in the first part of the chart on crossovers.

Other notes that don't affect judging: What's with the background quality??

LUV CAN SAVE U

Beginner (4): Breaks about every rule of what is allowed in a beginner chart unfortunately. It's not even a bad chart, but it isn't appropriate for beginner difficulty in DDR which tends to follow certain rules. Some newer beginner charts push the limits, I suppose, but I think it could be pulled back a little here.

Basic (6): There's a lot of potential here. I actually loved the steps during the chorus where it just goes between left and right arrows. It was fun! However, it was pretty messy. You should pay more attention to foot/body placement. However, even with a lot of issues in terms of body placement/generally just being kind of a messy chart, there was still fun to be had that shined through!!

Difficult (8): Honestly, similar to the last chart, this chart breaks a lot of the self-imposed rules of the simfile community, yet, I loved it! There is double-stepping in here that is sure to offend some, but it's not hard to use one foot for two different arrows in a row. It was fun, the rhythms were fun and often simulated real dancing rather than just following the obvious melodies. Great job!

Expert (10): This was awesome. I appreciate that you are not afraid of repetition, staying in place, etc. It made this chart really stand out compared to a lot of charts in this contest. I think a lot of steppers are afraid of staying in one place, simplifying rhythms, so they overload with crossovers and jumps and it isn't necessary to make a chart fun. This is what I want from this contest, something that feels dancy yet interesting to play straight forward.

Other notes that don't affect judging: The banner is cut off and the background is not what a background is supposed to be. It's some logos pasted together. Sound quality not good either.

macaron moon

Beginner (3): Similar to the last file I judged, this chart kinda breaks the rules of what a beginner chart is supposed to be in DDR. Not very inspired either, very much just "step step step" without much thought.

Basic (7): Not bad. Overkill on the jumps in my opinion, but it fits the sound of the song so I can't knock it for that too much. Sometimes it also didn't need to be so twisty, in my opinion.

Difficult (7): Similar to the basic chart, the jumps are too much and some of the forced spins and twists were too much and too crazy. It really pushed it a bit too far for this difficulty mode.

Expert (4): beatmania IIDX on foot. Followed the rhythms pretty exact, not very creative. Forced spins and crossovers were very sketchy and not fun. Didn't feel like dancing. Feels more like an ITG/SM chart than a DDR chart to me.

Challenge (2): I hate to be so harsh with this score. This is a DDR freestyle competition. This doesn't fit the objective of this contest. It is more of an ITG/keyboard chart, in my opinion. I'm sorry to give it such a low score. To me it's like if you are having a crème brûlée competition and someone enters mac & cheese. It could be the world's best mac and cheese, but I don't like mac and cheese, so I wouldn't judge a mac and cheese contest! Unfortunately, I don't love these types of files/steps and I don't think it belongs in this contest.

Other notes that don't affect judging: Takes a long time to start the steps. I get why you doubled the BPM, but for me it didn't feel right at that BPM.

Online

Beginner (8): Could've been toned down a little, more breaks in the steps perhaps, but this song is very intense sounding so I think it's ok to have a beginner chart this hectic.

Basic (10): Cool! I loved the jumps during the siren sounds in the first half of the chart. Really cool attention to detail doing repetitive steps during repetitive melodies.

Difficult (10): Very dynamic with the difficulty in different sections, some easier parts, some harder parts, but still flowing well, which was great for this chart as it added interest. Patterns at points were kind of “mathematical” and... patterny? It was really cool! Great chart.

Expert (8): Sometimes it felt like crossover overkill (crossoverkill?), but it was varied in types of crossovers/spins and I think it matched the song itself, so I wasn't too mad at it. I really enjoyed the little 16th gallops in the last chorus. I like.

Pretty Savage

Beginner (9): Serviceable, does what a beginner chart should do.

Basic (10): Great basic chart, gives you room to step with attitude to match the song. Varies through the chart.

Difficult (9): You do a great job “sectioning” your steps to the music, while transitioning well between parts. It maintained its flow and identity, but also each section really felt like its own special part. My only critique is a very few points there were some weird quarter note “runs” that felt like filler steps.

Expert (9): I don't want to keep repeating myself, so, similar to the last critiques, it was sectioned well. I feel like you could've “overstepped” and you didn't, the steps match the mood of the song and let you really kinda... stomp with attitude. I do think there was some crossoverkill going on, though. A lot of crossovers to the point where you are just twisty twisty twisty and it loses its effect.

Other notes that don't affect judging: The stop gimmicks were very unnecessary in my opinion. Song felt long. I like the addition of videos but it was a little jarring the watch a live version video with a studio version of the song and no audience/crowd noises? Pretty sure DDR did it with that Ashley Tisdale song. I don't knock it. Just felt like saying it for some reason, lol! It was a fun video, so I'm not even really critiquing you when I say that.

Show Me

Basic (10): Great basic chart, fun. I enjoyed the arrow repetition that matched the music well. This is done right!!

Difficult (7): I'm not mad at it but I'm not thrilled about it. Most of it is just kind of a boring quarter note run. Some fun parts in there, but felt a little thrown together.

Expert (5): This seemed really messy. Strange 16th notes off-set from the beat. It didn't feel very “musical” in terms of patterns. It seemed to go back and forth at random times between different rhythms, like it wasn't finishing what it started. A lot of really weird rhythms in here as well, that didn't seem to match the song? It felt like it was made in “record mode” and not cleaned up.

Other notes that don't affect judging: Sound quality sounds low, but I can't tell if that's just because of a bad production??

That's a no no

Beginner (10): Great chart, does what it needs, fun.

Basic (7): Fine, but a little by the books and uninspired. Very step step freeze, step step freeze.

Difficult (7): My favorite part was the steps during the WHOOO ayayayayay AHHHH ayayayay. Some parts felt uninspired.

Expert (5): Was it telperion who said something once like... "if I wanted to sing I'd use my mouth not my feet?" That's not a direct quote. The jumps were manic, the karaoke steps didn't do much to feel like dancing. The best part, once again, was WHOOO ayayayay AHHHHH ayayayay. Didn't feel like a DDR step chart.

Other notes that don't affect judging: Why are there so many BPM gimmicks in kpop files? I don't want to be rude, but I truly truly hated the BPM gimmicks in this file. They were unnecessary and annoyed me. I tried not to let it affect the judging of the steps, but it may have subconsciously. I found it very bothersome.

Twilight

Beginner (9): It was fine, it did what it had to do.

Basic (7): Serviceable. Sometimes it felt like filler steps. Example: when there was a step on every 1st and 3rd beat of the measure, it didn't really go well with the song and just felt like I was moving my feet just for the sake of moving my feet.

Difficult (6): Erratic jump placement, and what was the deal with that jump freeze that was like, a fraction of a millisecond long? I didn't understand that. It felt like it went willy-nilly between patterns randomly in the middle of a melody. Felt like a messy chart.

Expert (8): Some jump placements seemed erratic, like I couldn't tell why some notes were jumps, some weren't, it didn't really go with the music. Overall fun, though.

Challenge (6): A bit overstepped, very beatmania IIDX on foot, but it definitely felt more like a modern DDR hard chart than an ITG chart. I think it's overkill and not really the point of the contest. I don't see many people being able to do this without the bar.

Other notes that don't affect judging: The bouncing panda was distracting. I don't mind it starting at 80 BPM, but the 80 BPM section in the middle didn't feel right to me. The music quality sounded low but it might just be bad production. Is that pink splotch on the banner an artist logo?? It's illegible. I imagine that isn't your fault at all, I just felt the compulsion to say it!

VIRTUAL MIND

Beginner (9): The freezes that followed the note that was off-beat were a little weird, but also kinda interesting? I'm half mad at it, half love it.

Basic (10): Perfect DDR chart. Your steps feel very musical, and very organized. Not sure if that's weird and makes sense to you if you're reading this, but it makes sense to me. Really fun, really creative and interesting steps. I loved the eighth note jacks.

Difficult (10): Awesome. You use very interesting patterns, with the off-beat 16th notes, but do it with restraint so it still feels very clean and put together. I loved the freezes ending as the off-beat synth noise started.

Expert (10): When this started, I was worried it would go overboard with complicated rhythms, but once again, you showed restraint, and sprinkled them throughout the chart. I think this made those moments feel more special and memorable, and more interesting. This is a really fun early DDR-style chart. I am very very impressed!

Challenge (10): Similar to the feedback on the other charts. This challenge chart was what I love for challenge charts. It got a little goofy at points, a little "experimental," but stayed fun and enjoyable. You really understand the old-school DDR style of stepping, and it seems you aren't afraid to step "outside of the lines" a bit. I love it!