

PaRaDogi Hard Diff Guide based on no distance snap

Introduction

- 1. Settings (CS, AR, OD, HP, SV's, Base etc....)**
- 2. Rythm**
- 3. Structure/Flow**

NOTE! Please read and follow the osu! Ranking criteria guidelines!

https://osu.ppy.sh/wiki/en/Ranking_criteria
https://osu.ppy.sh/wiki/en/Ranking_criteria/osu%21

We always aim to focus on new player experience, hard diffs are aimed towards a certain rank and level of players!

1. Settings

Settings can be very subjective in some cases, especially when guidelines are easily avoidable if the explanation is valid for it (gimmicks mostly). But the focus will be on the core base Hard diff that you see in most sets.

Here are some of my personal preferences in relation to BPM!

Case 1#

BPM = 140 - 220

HP = 4 ; AR = 7 - 7.5 ; CS = 3 – 4.5 (CS is extremely subjective) ; OD 6-7

Base SV = 1.40 - 1-60

SV changes: Slow/Chill Parts = 0.75 – 0.80 ; Normal Parts = 1.00 ; Chorus/Kiai's = 1.20

0.75 to 1.2 are values that are close enough to not confuse players or create drastic changes that can lead to inexperienced players missing. But at the same time, we emphasize change in music trough these values properly.

Stack Leniency should never be below 3! Anything below 3 perfect stacks 1/2 rhythms perfectly, which is very unreadable for players, especially when we aim for a player base that is new to the game.

Case 2#

BPM = 100-130

HP = 4 ; AR = 7 - 8 ; CS = 3 – 4.5 (CS is extremely subjective) ; OD 6-7

Base SV = 2.30 – 2.50 (this allows for the same values in sv changes to be useable).

SV changes = Slow/Chill Parts = 0.75 – 0.80 ; Normal Parts = 1.00 ; Chorus/Kiai's = 1.20 (because of the base SV being higher now but the bpm lower we can use these values again)!

Stack Leniency should never be below 5! Anything below 5 perfect stacks 1/2 rhythms and for this case also 1/4 which is now the rhythm used for this bpm!

Your 1/2 Rhythms should now be placed on 1/4 (blue lines) (100-130 bpm)

Case 3#

BPM = 230-infinity...(being realistic :D)

HP = 4 ; AR = 8 ; CS = 3 – 4.5 (CS is extremely subjective) ; OD 6-7

Base SV = 0.80 – 1.20 (this allows for the same values in sv changes to be useable).

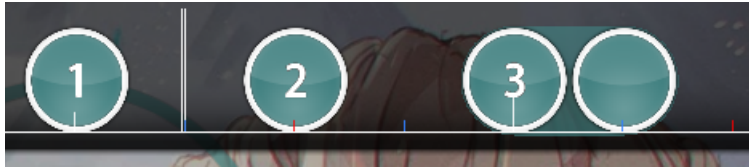
SV changes: Slow/Chill Parts = 0.75 – 0.80 ; Normal Parts = 1.00 ; Chorus/Kiai's = 1.20 (because of the base SV being lower now but the bpm higher we can use these values again)!

Stack Leniency should never be below 3! Anything below 3 perfect stacks 1/2 and 1/1 rhythms perfectly, which is very unreadable for players, especially when we aim for a player base that is new to the game.

2. Rhythm



(100-130 BPM)



(140-220 bpm)



(230 – infinite....)

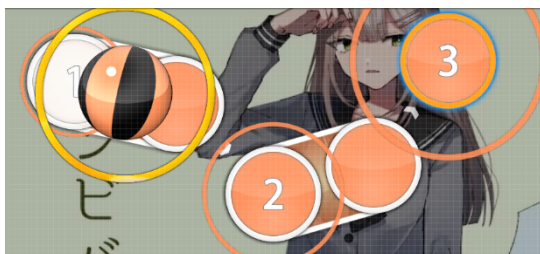
How to space fitting to the BPM and Rhythm?

All spacings listed work for all BPM's, if correct settings and rhythms are applied! ↓↓↓↓↓↓↓↓↓



(1/2 Calm or Normal sections

140-220bpm)(1/1 for 230bpm+)(1/4 for 100-130 bpm)



(1/2 Chorus or Kiai140-220bpm)(1/1

for 230bpm+)(1/4 for 100-130 bpm)(Tipp: Default skin has arrow follow points, if you do not use distance snap use them to properly measure distances and consistent spacing)

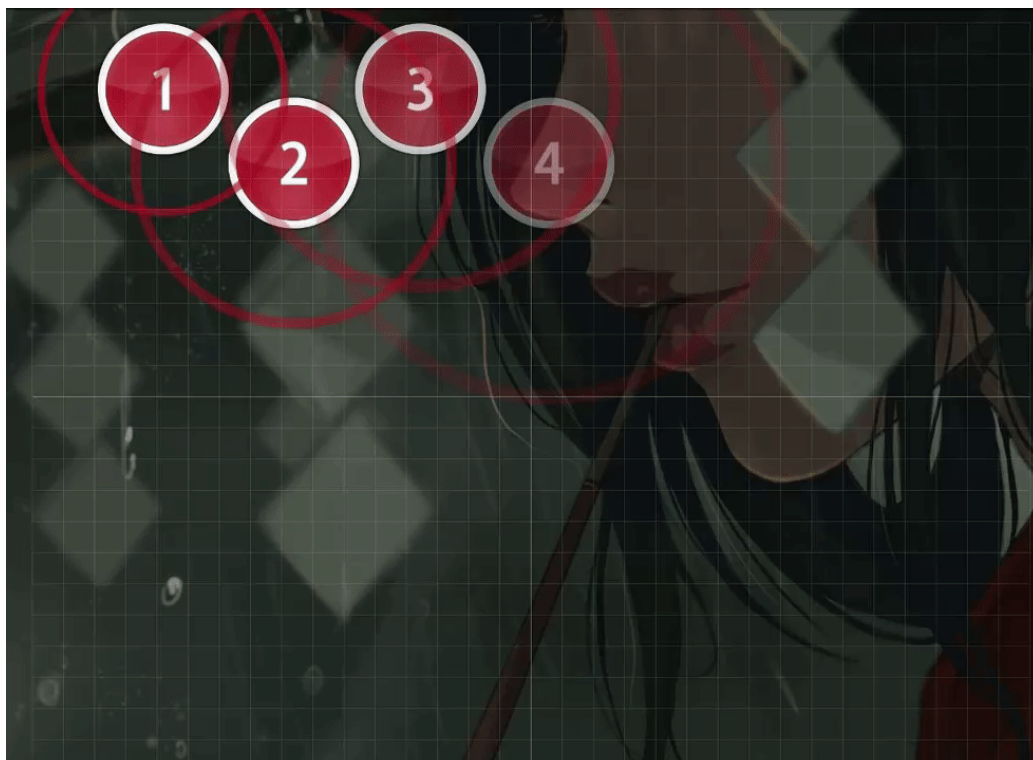
The moment you introduce sharp angles the player strains his aim hand to much and it becomes too uncomfortable to play.

All the Red zones in the picture show sharp angles that should be avoided.



With Circles

Example of a complete simple and rankable flow and structure in a normal section:



Stacked 1/4 vs Spaced 1/4 in contrast to 1/2 stacking:

The general rule is to not stack 1/4 rhythms when you use stacked 1/2s.

Otherwise, there will be difficulty in reading.

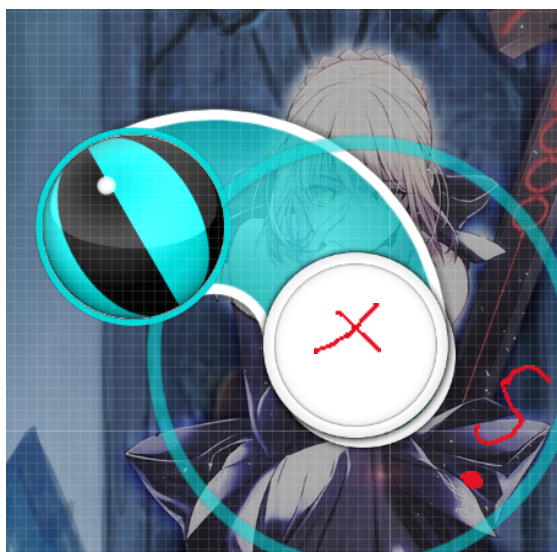
Example:



(stacked 1/2 and stacked 1/4, very confusing)



(spaced 1/4 and stacked 1/2, now there is visual contrast and readability is simplified!)



(Stacked 1/4 & 3/4 under slidertail, same issue as above, confusing to read.)



now) (Spaced 1/4 & 3/4, easily readable