

Geometry Dash Rating System

A major part of Geometry Dash is the editor, allowing anyone to make custom levels. Once a level is released, the developer can incentivize players to play it by rating it. This will put the level on special lists in-game that get a lot of attention, thus leading to a drastic increase in downloads. It will also reward players certain statistics upon completion and give Creator Points to the creator. How all of this works is not clearly apparent in the game itself. As such, this document will cover how the Rating System works in more detail.

Other Languages

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Basics

Requesting Difficulty

When you finish a level and upload it, you have the option to request a specific amount of Stars or Moons, ranging from 1 to 10. See figure 1 below. This is a good place to start if your goal is to receive a rating on your level. Other players and RobTop himself, the developer, can see the value you have requested, as seen in figure 2. This gives everyone an idea of what your intended difficulty is.



Figure 1: Requesting Stars when uploading.

Note that requesting a value is not required to get a rating. If you are unsure what your level deserves, for example, you can leave it empty. To get a good idea of how many Stars or Moons your level deserves, we recommend playing recently rated levels. This will show you how hard levels of certain values are. Naturally, a higher value is supposed to indicate a harder level.



Figure 2: Requested Stars shown on the level page.

For more information about the uploading process and creating in general:

<https://www.boomlings.com/GDEditor>

Unrated & Rated Levels

Once a level has been uploaded, it will be in an unrated state initially. This means that it does not give any rewards upon completion. The difference lies in whether rewards are shown or not, which can be seen in any list with the level, as well as the level pages themselves. Figure 3 shows how an unrated and a rated Normal level looks respectively. On the left, there is only a Difficulty Face, while the right also shows rewards in the form of 3 Stars and User Coins. These are rewarded upon completion. Note that beating a level before it is potentially rated also leads to rewards, but you have to go to the level page to refresh it to its rated state.

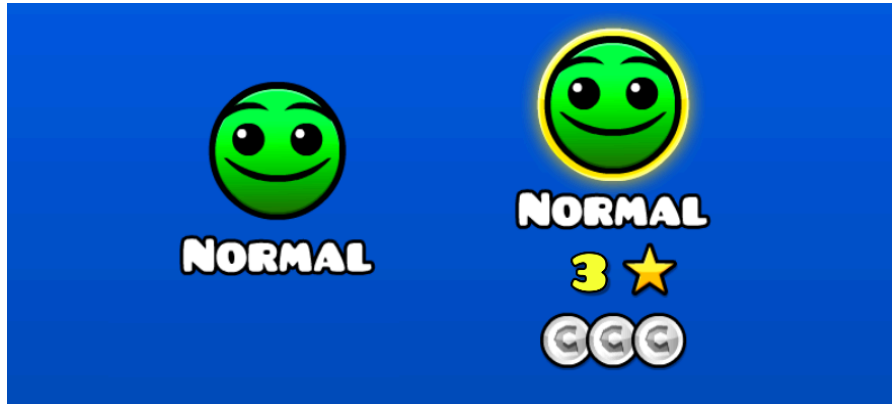


Figure 3: Unrated and rated levels respectively.

Difficulty Voting

When a level is unrated, the Difficulty is decided by community voting. This is done by clicking the button with a star on it, seen in the bottom right in the figure below. Using this menu, you can vote for how many Stars or Moons you think the level deserves. With enough votes, the Difficulty Face will update to reflect what the community thinks. Exact values are tied to specific Difficulty Faces, as we explain below.

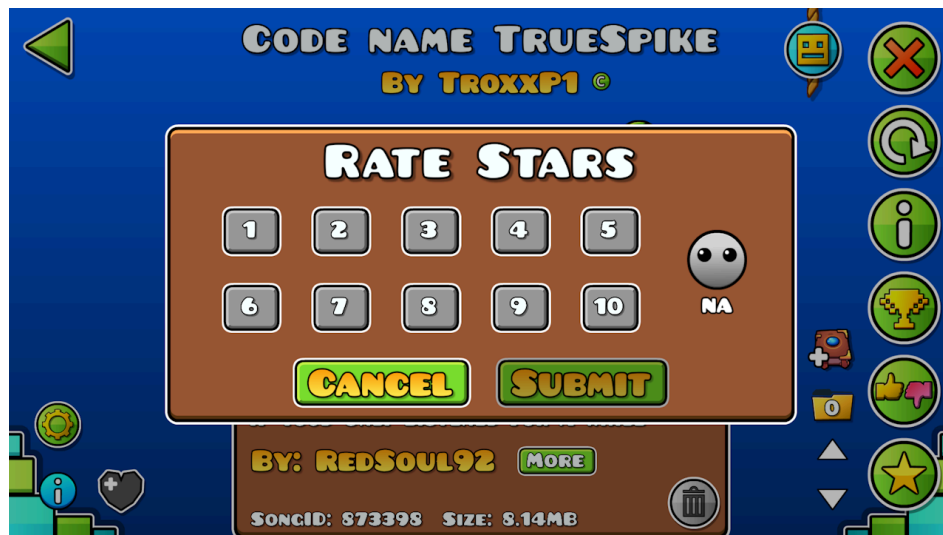


Figure 4: Suggesting Stars for a level.

Stars & Moons

Stars and Moons have been mentioned several times so far. The only difference between these is what Game Type the level is. Classic levels, where gameplay goes progressively from left to right, reward Stars. Platformer levels, on the other hand, reward Moons. Both are statistics shown on a user's profile. The exact amount of Stars and Moons per Difficulty are listed below. As seen, some of them have 2 possible values. This means that voting for either 4 or 5 Stars in figure 4 would be to suggest the level for a Difficulty Face of Hard.

- **Auto:** 1 Star or Moon
- **Easy:** 2 Stars or Moons
- **Normal:** 3 Stars or Moons
- **Hard:** 4 to 5 Stars or Moons
- **Harder:** 6 to 7 Stars or Moons
- **Insane:** 8 to 9 Stars or Moons
- **Demon:** 10 Stars or Moons

The faces for each Difficulty, referred to as Difficulty Faces thus far, are shown below for illustration. Here, NA is also included on the far left, which means that the Difficulty is unspecified as the level has not received enough community votes yet. A rated level will never display a Difficulty of NA. The face should change from NA to another relatively quick with some votes.

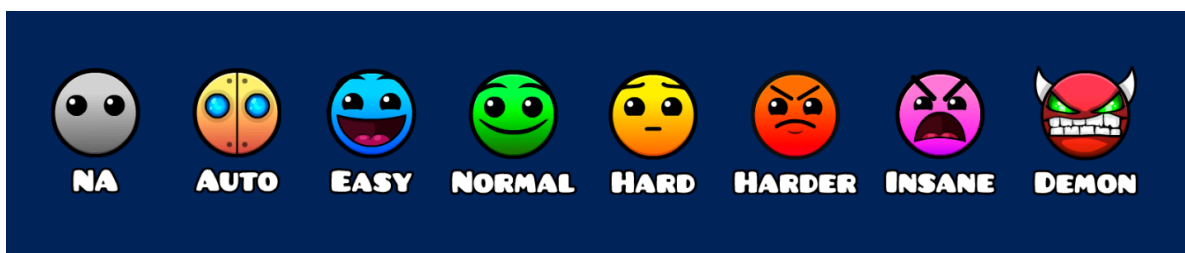


Figure 5: The different Difficulty Faces.

Difficulty After Rating

When a level is rated by RobTop, he specifies a specific Star or Moon value based on the difficulty. This locks the Difficulty Face to the value he chooses and disables future community votes. For example, if he rates a level 7 Moons, it will show as Harder moving forward.

However, if the level is rated Demon by RobTop, community votes are still available, but in a different way. By default, they are shown as Hard Demon, but this can change through voting. This is done through the bottom button on the right, which opens the following menu when clicked:



Figure 6: Voting for a Demon Difficulty.

This lets the community decide how hard a specific Demon level is. Note that there is no difference in the reward given by the different ones, for example if it is an Easy Demon or an Insane Demon. This voting only changes the visual indication of the Demon Difficulty through the Difficulty Face. If a level is Extreme Demon, you can be confident that the level is among the hardest in the game, despite the same reward as Easy Demons.

User Coins

In addition to Stars or Moons, a level may reward User Coins. These are special objects that creators can use in their levels, ranging from 1 to 3 in total. They are supposed to be an optional, extra challenge when playing, similar to Secret Coins in the main levels. Like Stars and Moons, these are statistics indicated on a player's profile.

Before rating, User Coins are displayed in bronze, meaning that they do not contribute to a user's statistics. If RobTop rates the level, he can choose to verify the User Coins too, changing them to be silver. This means that they count on your profile. Note that if a level's User Coins are too easy, for example if they are free right at the end, they may not be verified despite the level getting rated. This would leave the User Coins in bronze below a Star or Moon value. To avoid this, you should use User Coins as intended. They can, for example, be in an optional, hidden route that is harder than the normal path.

Rating Types

Not only can RobTop vary the reward given, but also what type of rating a level gets. The different types are indicated by effects around the Difficulty Face, as seen below. These are rating tiers in increasing order of how much RobTop likes your level. From left to right, they are called Rated, Featured, Epic, Legendary, and Mythic. The last 4 are displayed on the "Featured" tab, which is the main place to find cool, new rated levels. To find a specific type, go into the "Search" tab on the menu and apply specific filters.



Figure 7: The different types of ratings.

Creator Points

When a user gets a rated level, they are rewarded with Creator Points. The amount of Creator Points vary depending on the rating tier. For a Rated level, a creator gets 1 Creator Point, and this increases by 1 for each tier. In other words, Featured gives 2, Epic gives 3, Legendary gives 4, and Mythic gives 5. Creator Points are displayed on a user's profile, and are used for the Creators Leaderboard, seen below. Here, users are displayed in order of decreasing Creator Points. The symbol for Creator Points, indicated by a hammer and wrench, are seen on the right. This list is in no way supposed to indicate the best creators in the game, but rather creators who have contributed many rate-worthy levels to the game.

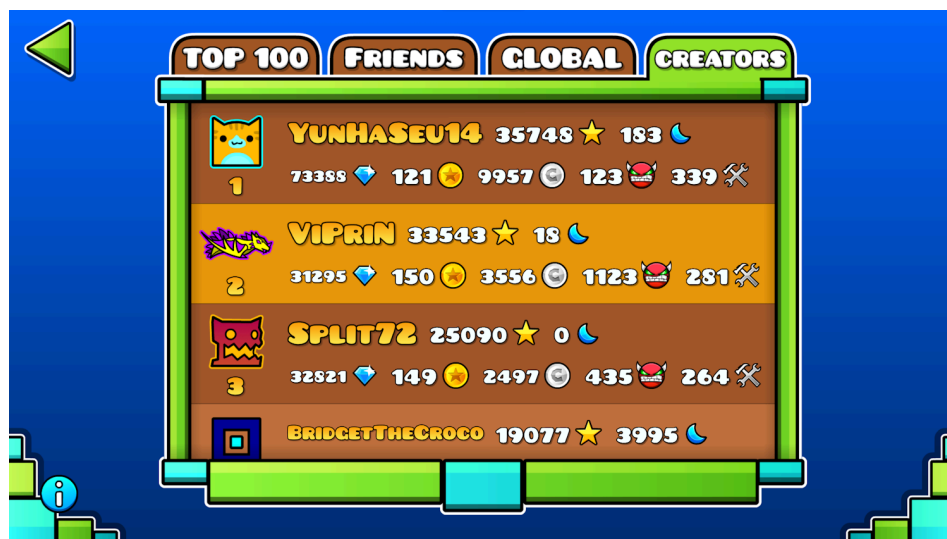


Figure 8: The Creators Leaderboard.

Updating A Rated Level

After a level has been rated, it can still be updated freely by the creator. This is to allow fixing issues or making other minor improvements. However, note that big changes to a rated level, especially in terms of difficulty, are not expected. If this is done, your level may be forcefully reverted to its original rated state, and then locked from future updates. This is to ensure that they

stay around the difficulty and quality they were rated for. Older rated levels, which means their ID is below a certain threshold, are locked from updates automatically; it will show an error when you try to upload it. Contact an [Elder Moderator](#) if you have issues with this.

How To Get A Rating

General Tips

As mentioned throughout the document, levels are rated by the developer. This means that there is no way for your level to be rated unless RobTop sees it. There are no specific guidelines for what makes a level rate-worthy either. This is decided on a case-by-case basis depending on various factors. However, there are some general tips to follow if you want to get your level rated.

First and foremost, it should be at least 30 seconds in length. To give your level the best chances of getting a rating, though, it should display a length of Long, which means that it is 60 seconds or longer. With tens of thousands of levels rated throughout the game's history, this has become the length standard for rated levels. For Platformer levels, similar minimum durations apply despite no specific Length tag.

The level content itself is a lot more subjective. However, as mentioned, ratings are decided by how much RobTop likes it. Thus, levels with clear gameplay and decent visuals are more likely to get a rating. Whether something is clear or decent is of course up to the observer, but RobTop has rated a wide variety of styles of levels over time; there is no specific answer to how your level should look or play.

Finally, the level should perform relatively well. Levels with high density of objects, for example, may lead to lag for players on certain platforms. If the performance of your level is too bad, this may stop it from getting rated. Other times, it may lead to a lower rating tier. We recommend following the object limits and warnings shown in the editor when you create. Try to optimize your level's performance by not wasting objects and using Triggers in a smart way.

Upload Guidelines

Of course, following the Upload Guidelines is a given to receive a rating. By uploading a level to the Geometry Dash servers, you agree to follow them. These are shown in-game the first time you try to upload a level, but can also be opened with the button in the bottom right of figure 9, indicated by an exclamation mark. The text itself should be self-explanatory.

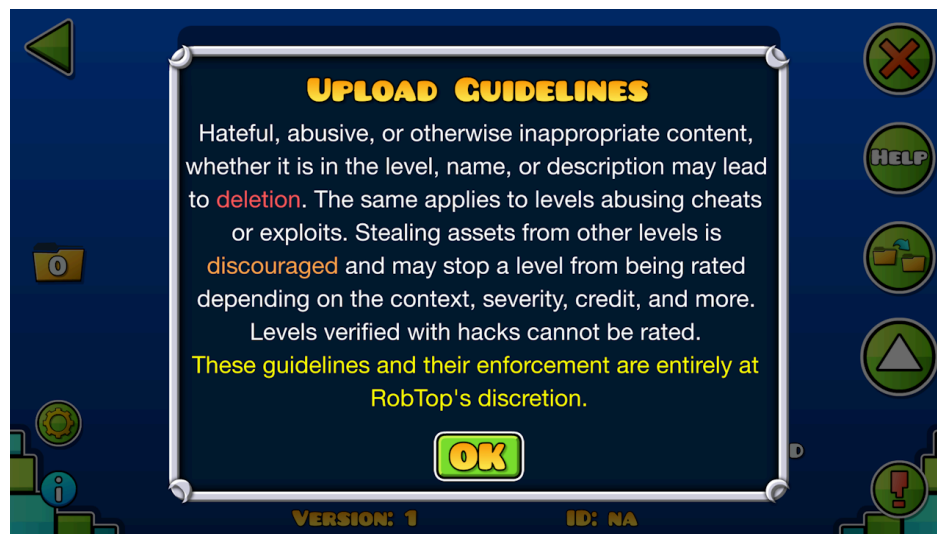


Figure 9: Upload Guidelines.

Getting Feedback

While RobTop himself does not give explicit feedback on levels, there are many experienced creators in the community who are willing to help. You can get started by joining the [Geometry Dash](#) Discord server, which has some channels and links to other servers for this purpose. Additionally, you may also get some feedback through comments in-game, so those are worth keeping an eye on. If you improve your levels according to feedback from others, it is likely that the chances of a rating will increase.

Sent Levels

Some users have the ability to suggest levels to RobTop directly, often referred to as "sending" levels. They are called Moderators and are indicated by a special badge on their profile. More information about the team is given below. Figure 10 shows how suggesting a level as a Moderator looks. RobTop will often rate levels suggested by Moderators. It is worth noting that your level does not need to be sent by a Moderator to be rated, but it increases the chance of it happening.

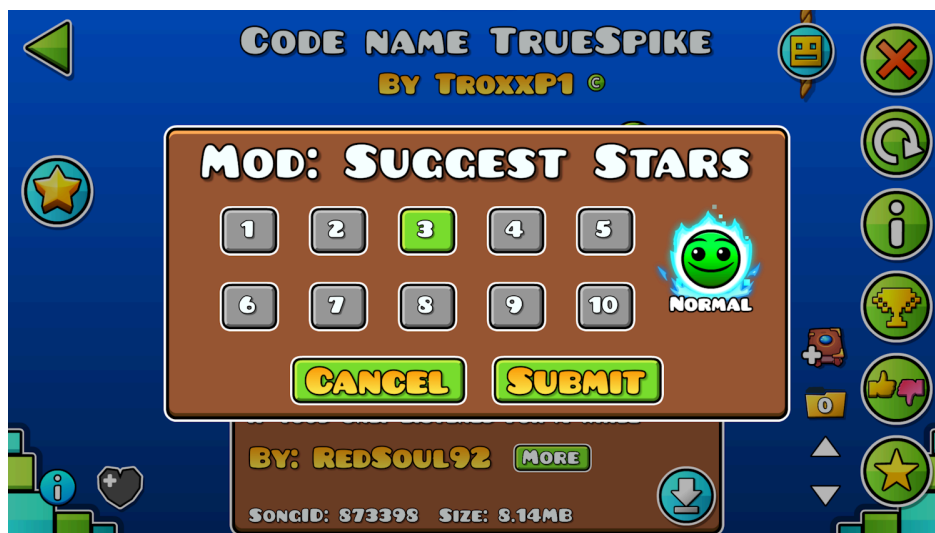


Figure 10: Suggesting Stars as a Moderator.

As with other community members, many Moderators are willing to help out creators by giving feedback. You can find many of them in the aforementioned [Geometry Dash](#) Discord server with a specific role. Many even have their own "level request" servers, which allows people to join a queue to get feedback. If they like your level enough, they may choose to send it. Other Moderators search for and find levels on their own. Either way, if you are curious whether your level has been sent by a Moderator, you can use the "Sent" filter in the "Search" tab in-game.

The Moderator Team

Moderator Types

There are three different Moderator types, which have various abilities in-game. They can be seen by an "M" badge on their profile, with different colors indicating what type of Moderator they are. The different types are shown in figure 11. From left to right, we have Elder Moderator, Moderator, and Leaderboard Moderator. This is in order of priority. A single user can have several of these positions, but only the highest priority badge will show.

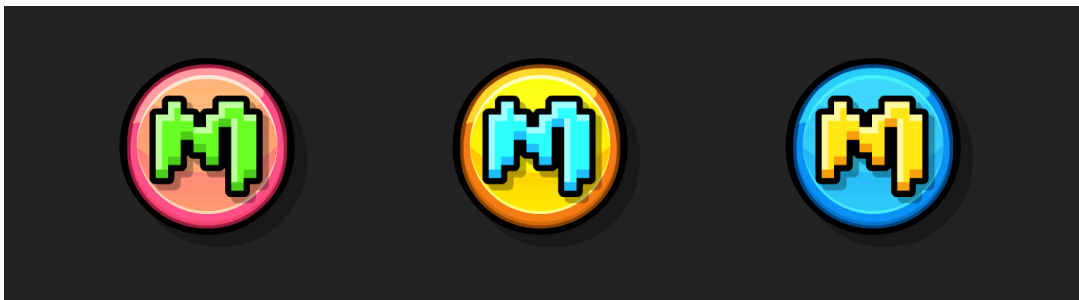


Figure 11: The different Moderator types, shown by their badges.

The abilities of each type are listed below. As seen, only Moderators and Elder Moderators can suggest levels to RobTop. Leaderboard Moderators focus exclusively on the Leaderboards, which you can read about here:

<https://www.boomlings.com/GDLeaderboards>

- **Elder Moderator:** Moderates comments, whitelists Newgrounds artists, unlocks updates for old rated levels, and suggests levels to RobTop.
- **Moderator:** Suggests levels to RobTop.
- **Leaderboard Moderator:** Moderates the Top 100 and Global Leaderboards, as well as level-specific ones.

How To Get Moderator

Many community members want to become a Moderator to be able to suggest levels for a rating. Similar to rating, Moderator promotions are solely done by RobTop himself on a case-by-case basis, so there are no clear steps to getting it. Here are some general criteria:

- Be nice.
- Be active in the community.
- Be trustworthy.
- Be able to judge levels well.

If you display these qualities over time, there is a chance that other Moderators may suggest you to RobTop. Of course, showing that you are qualified may be difficult if you do not share circles with pre-existing Moderators. If you are interested, you can apply to join the team using our application form. Make sure you read the information in it clearly before submitting. Here is the link:

<https://forms.gle/XyRGtFzD3hshDUQV7>