This competition will evaluate each level generator based on the overall fun or enjoyment factor of the levels it creates.

Aside from the main prize for "most enjoyable levels", two additional prizes for "most aesthetic levels" and "most challenging levels" will also be awarded.

Before evaluating each level generator we will define two requirements:

- Up to five block types from the following list will be randomly selected (SquareHole, RectFat, SquareSmall, SquareTiny, RectTiny, RectSmall, RectMedium, RectBig, TriangleHole, Triangle, Circle and CircleSmall) along with a corresponding material for each one, e.g. "stone Triangle". The selected block type and material combinations will be forbidden and generated levels cannot contain them.
- We will also define a minimum and maximum number of pigs that a level can contain (e.g. all levels generated must contain between 8 and 12 pigs).

Any generator that is submitted to this competition must be flexible enough to allow these restrictions, which will be provided using an input data file.

Each level generator will then be used to generate 100 levels of which several will be selected at random (the exact number that will be selected will vary based on the number of competition entrants). The selected levels from each generator will then be combined to form one single group, with the ordering of levels in this group randomised.

A panel of judges will then evaluate all levels within this single group, giving each one a rating between zero (total failure, level not generated or restrictions violated) and ten (perfectly designed level, very fun and interesting to play, well balanced difficulty).

Although there is no fixed criteria for evaluating a level (except for the restrictions on block types and pig numbers), judges will be looking for the following qualities within each level:

- **Fun and interesting to play.**
- **Can be solved.**
- **Large variety of content.**
- **Good use of available space.**
- **Appropriate level of difficulty.**
- **Structures within level are stable when level is initialised.**

The judges will also penalise any level generator that generates levels which are deemed too similar to each other (i.e. little variation between the levels generated).

The final score for each level generator will be the average rating of all its selected levels.