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ADVANCED RELEASE

		CSRM-GRK-09	~ TBD ~
		CSRM-GRK-08	~ TBD ~
		CSRM-GRK-07	Nomades
		CSRM-GRK-06	Nedia
		CSRM-GRK-05	Libadi
		CSRM-GRK-04	Kresphugeto
STDN-003	Competitivity Scoring, Random Maps	CSRM-GRK-03	Frourio
STDN-001	Procurement Process, AOE2 Maps	CSRM-GRK-02	Akropole
GSRM-GRK-002	General Requirements, Greek Maps	CSRM-GRK-01	Arabia
<b>Spec. No.</b>	<b>Description</b>	<b>Spec. No.</b>	<b>Description</b>

### Bill of Materials:

----- Document Approvals -----		Date (YYYY/MM/DD)		GSRM – GRK – 001		
Prepared:	TechChariot	2024/06/08				
Checked:	x	YYYY/MM/DD		Custom Greek Maps, ALS3		
Approved:	x	YYYY/MM/DD				
Approved	x	YYYY/MM/DD		<u>Revision</u>	X1	Page 1 of 4

## 1. Definitions

- **Supplier/Source of Supply** – A person who forms plans and leads the development, troubleshooting, and design changes of a random map script, in order for it to comply with all applicable requirements. The Supplier is the owner and point of contact for a map, but need not be the sole originator of all containing script or script-compiling materials. In the event of collaboration, it is presumed that the Supplier properly credited all co-creators and achieved consensus to apply the team's work in support of this Alchemy AOE Competition.
- **CSRM** – (C)omponent (S)pecification for (R)andom (M)ap: A technical document defining the needs for each map sourced specifically for the competition. Supersedes any general specifications, in the case of conflicting requirements.
- **GSRM** – (G)eneral (S)pecification for (R)andom (M)ap: A technical document defining the common needs of most or all random maps used in competitions, mitigating repetitive text across component specifications that would otherwise share common features. In the case of a conflict, specific requirements take priority over general.

## 2. Overview

This document provides definition for custom random maps to be used in the “Greek-themed” (GRK) Alchemy League Season 3.

## 3. Map Procurement Focal

Direct all questions to TechChariot on discord. The Map Procurement Focal consults as needed with the Competition host to disposition any maps that do not conform to established requirements and determines, in his/her discretion –with input from subject-matter experts— the state of readiness for any map listed herein.

## 4. Map Pool Tabulation

Table 4 below summarizes the designations, nomenclature, and suppliers of all maps that could be used in Alchemy League, Season 3.

CSRM Designation	Map Number	Nomenclature	Source of Supply
CSRM-GRK-01	GRK-01	Arabia	TechChariot
CSRM-GRK-02	GRK-02	Akropole	TechChariot
CSRM-GRK-03	GRK-03	Ffourio	TechChariot
CSRM-GRK-04	GRK-04	Kresphugeto	TechChariot
CSRM-GRK-05	GRK-05	Libadi	TechChariot
CSRM-GRK-06	GRK-06	Nesia	TechChariot
CSRM-GRK-07	GRK-07	Nomades	BPDrej
N/A	GRK-08	TBD	TBD
N/A	GRK-09	TBD	TBD

*Table 4: Listing of Greek Maps*

Final selection from Table 4 depends on completion status, inspection standing, and discretion of the Map Procurement Focal.

For maps GRK-01 through GRK-07, there is no contest to determine which will appear in ALS3. Instead, those random maps are assured use if they are dispositioned as *ready* by the Map Procurement Focal.

## 5. Map Contest

The final two rows of Table 4 are dedicated to GRK-08 and GRK-09. These maps shall be procured through a scripting contest whose terms are described in the following sections.

### 5.A. Prize Winnings

In addition to being featured in Alchemy League Season 3, a total of \$30 USD shall be awarded for each winning map, regardless of creator. It is possible for any one source of supply to win twice.

### 5.B. Procurement Process

Sourced according to the methods of STDN-001, with the following milestones/dates.

Milestone	Start Date (YY-MM-DD)	End Date (YY-MM-DD)	Notes	
Specifications Released	~	24-06-09	N/A	
Development of Maps	24-06-09	24-06-16	N/A	
General Screening	24-06-17	24-06-19	Maps shall satisfy the requirements of GSRM-GRK-002.	
Technical Screening	24-06-20	24-06-23	Maps shall score a minimum of 100 when evaluated for Competitivity according to STND-003.	
Artistic Evaluation	24-06-24	24-06-28	Per STDN-001:	
			Criterion	Weight
			Thematic Appropriateness	2
			Originality	1.5
			Fun Factor	1
Visual Appeal / Readability	1			

*Table 5.B: Map Contest Timetable*

### 5.C. Submission Quantity

Any one source of supply may submit up to two maps for the contest.

GSRM-GRK-001	Custom Greek Maps, ALS3	X1	
Revision	Description	Change Document	Date (YYYY-MM-DD)
X1	Advanced release for community review/feedback.	N/A	2024/06/08
ADVANCED RELEASE			
ALCHEMY AOE ALLIANCE		[return]	Page 4 of 4