

# ALCHEMY AOE ALLIANCE

**TYPE:**  
PROCUREMENT SPECIFICATION  
FOR RANDOM MAP  
(PSRM)



**PROJECT:**  
SPACE  
(SPC)

**PSRM-SPC-1**

REVISION: R2

**Custom Space Maps, ALS5**

Page 1 of 6

## Table of Contents

1 - Referenced Documents.....	2	5 - Procurement.....	4
2 - Definitions.....	3	6 - Map Organizer.....	4
3 - Background.....	4	7 - Map Listing.....	5
4 - Overview.....	4	8 - Calendar.....	5

# 1 - Referenced Documents

Table 1 below is a list of all specifications that are components to this one. Each of its entries were designed as an interchangeable part, to be used in context for this specification, or others like it:

Specification Number	Nomenclature
<u>STND-001</u>	Procurement Process, AOE2 Maps
<u>CSRM-SPC-01</u>	Asteroid Belt
<u>CSRM-SPC-02</u>	Collision
<u>CSRM-SPC-03</u>	Jupiter
<u>CSRM-SPC-04</u>	Mars
<u>CSRM-SPC-05</u>	Neptune
<u>CSRM-SPC-06</u>	Saturn
<u>CSRM-SPC-07</u>	Singularity
<u>CSRM-SPC-08</u>	Syzygy
<u>CSRM-SPC-09</u>	Nebula
<u>CSRM-SPC-10</u>	Cataclysm
<u>CSRM-SPC-11</u>	Comet

*Table 1: Bill of Materials*

If any part of any documents listed in Table 1 conflict with this specification, then this specification shall assume priority.



## 2 - Definitions

The following definitions apply:

- **Map Supplier** – 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.
- **Map Organizer** – A person who arranges the development of an entire map pack to be used in a competition. The Map Organizer 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.
- **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.
- **PSRM** – (P)rocurement (S)pecification for (R)andom (M)ap: A technical document defining the procurement process for a group of maps to be used in a competition, including a list of maps, creators, contest descriptions, timeline for completion, compensation, etc.



### 3 - Background

A total of eleven Space Maps had been developed in Q1 2024 for use in a future season of Alchemy League. The Tournament Host and Map Organizer at the time mutually agreed to postpone the use of the Space Maps but keep them “archived” for future use.

### 4 - Overview

This document provides definition for custom random maps intended for use in a “Space-themed” (SPC) Alchemy League Season 5.

### 5 - Procurement

Where applicable, maps shall be sourced according to the procedure defined by STND-001.

### 6 - Map Organizer

Direct all questions to CookiePirate on discord.



## 7 - Map Listing

Table 7 below summarizes the maps intended for Alchemy League, Season 5:

<b>CSRM Designation</b>	<b>Map Number</b>	<b>Nomenclature</b>	<b>Map Supplier</b>
<u>CSRM-SPC-01</u>	SPC-01	Asteroid Belt	<u>TechChariot</u>
<u>CSRM-SPC-02</u>	SPC-02	Collision	<u>Huehuecoyotl22</u>
<u>CSRM-SPC-03</u>	SPC-03	Jupiter	<u>TechChariot</u>
<u>CSRM-SPC-04</u>	SPC-04	Mars	<u>TechChariot</u>
<u>CSRM-SPC-05</u>	SPC-05	Neptune	<u>TechChariot</u>
<u>CSRM-SPC-06</u>	SPC-06	Saturn	<u>TechChariot</u>
<u>CSRM-SPC-07</u>	SPC-07	Singularity	<u>Zetnus</u>
<u>CSRM-SPC-08</u>	SPC-08	Syzygy	<u>Jasuni</u>
<u>CSRM-SPC-09</u>	SPC-09	Nebula	<u>TechChariot</u>
<u>CSRM-SPC-10</u>	SPC-10	Cataclysm	<u>TechChariot</u>
<u>CSRM-SPC-11</u>	SPC-11	Nebula	<u>TechChariot</u>

*Table 7: Listing of Space Maps*

## 8 - Calendar

The following milestones/dates apply per Table 8 below:

<b>Milestone</b>	<b>Start Date (YY-MM-DD)</b>	<b>End Date (YY-MM-DD)</b>
Specifications Released	~	24-11-10
Initial Competitiveness Evaluations and Map Revisions	24-11-10	24-11-19
General Compliance Screening	24-11-20	24-11-26
Map Revisions	24-11-27	24-12-03
Final Competitiveness Evaluations	24-12-04	24-12-17
Maps Finalized and Compiled	24-12-18	25-01-01

*Table 8: Map Procurement Timetable*



## Signatures:

CookiePirate

2024-10-20

*Prepared**Date (YYYY-MM-DD)*TechChariot

2024-11-02

*Checked**Date (YYYY-MM-DD)*Theo

2024-11-06

*Approved**Date (YYYY-MM-DD)*Honeybadger

2024-11-06

*Approved**Date (YYYY-MM-DD)*

## Revision History:

Revision	Description	Change Document	Date (YYYY-MM-DD)
OI	----- Original Issue -----	N/A	2024-11-10
R1	Added SPC-02 (Collision by Huehuecoyotl22) to the bill of materials and specification list. Linked github profiles for map authors.	N/A	2024-11-17
R2	Added SPC-10, 11 (Cataclysm & Comet) to the bill of materials and specification list. Removed all references to <u>BPDrej</u> and replaced with <u>TechChariot</u> .	N/A	2024-12-08

