ALCHEMY AOE ALLIANCE

TYPE: COMPONENT SPECIFICATION FOR RANDOM MAP (CSRM)		PROJECT: SPACE (SPC)
CSRM-SPC-07		**REVISION**: OI

Singularity	Page 1 of 7

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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
GSRM-SPC-1	General Requirements, Space Maps

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 - Overview

This component specification defines requirements for a "Coastal"-style map for use in a Space Map pack.

3 - General Characteristics

The requirements of GSRM-SPC-1 apply unless superseded by this specification.

4 - Land Configuration

Singularity shall be arranged per Figure 4 below:

Figure 4: Singularity Land Configuration

In this way, six zones are established, described as follows:

4.A - Hole

The black zone in the center of the map.

4.B - Space

The dark blue area padding the corners of the map.

4.C - Bar

The azure area bisecting the map, contained between purple lines.

4.D - Beaches

Any azure area not in the Bar.

4.E - Player Lands

The tan area with dark-green splotches.

4.F - Rim

Any area not contained in the above described zones, typically darker-teal colored.

5 - Elevation

5.A - Hole

The Hole shall be at Elevation 1.

5.B - Space

The Space shall be at Elevation 0.

5.C - Bar

The Bar shall be at Elevation 2

5.D - Beaches

The Beaches shall be at Elevation 0.

5.E - Player Lands

The Player Lands shall be at Elevation 1.

5.F - Rim

The Rim shall be at Elevation 0.

6 - Terrain

6.A - Hole

The Hole shall consist of DLC_BLACK (47) and be unbuildable and unwalkable.

6.B - Space

Space shall consist of non-walkable, navigable water terrain, layered with increasing darkness moving away from the beach, and masked with "DLC_BLACK" (47) or "Evil Fog" (69) in any combination.

6.C - Bar

The bar shall consist of ice terrain.

6.D - Beaches

The Beaches shall consist of ice terrain.

6.D.1 - Bordering Land Terrain

Beach terrain bordering land shall be navigable by ships, and wall-able.

6.D.2 - Bordering Water Terrain

Beach terrain bordering water shall be non-navigable by ships and non-wall-able.

6.E - Player Lands

Player land terrains shall consist of any walkable land terrain, with scattered forests.

6.F - Rim

The Rim shall consist of Mangrove shallows, masked with snow or ice, allowing navigation of ships, walkability of units, and construction of buildings, including docks along ice-beach edges.

7 - Objects

7.A - Starting Units

Each player shall start the game controlling objects defined by Table 7.A:

Object	Distance from Town Center [tiles]	Quantity
Town Center	0	1
Sheep	7	4
Villager	5 to 7	3
Exploration Unit	6 to 8	1

Table 7.A: Starting Player-Controlled Objects

7.B - Resources

7.B.1 - Hole

No resources shall spawn in this zone.

7.B.2 - Bar

All relics on the map shall spawn in this zone.

7.B.3 - Rim

The Rim shall possess scattered gold and stone piles, with occasional shore fish.

Signatures:

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