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| STND-004 | Program Reqs., Alchemy AOE Maps | | |
| STND-002 | General Requirements, Random Maps | STND-003 | Competitivity Scoring, Random Maps |
| Spec. No. | Description | Spec. No. | Description |
| Bill of Materials: | | | |
| ----- Document Approvals ----- | |  | GSRM – GRK – 002 |
| Prepared: | TechChariot | | General Requirements, Greek Maps |
| Checked: | CookiePirate | | |
| Approved: | Honeybadger | | |
| Approved | Juicy45 | | <div>Revision</div> <div>R1</div> <div>Page 1 of 3</div> |
| | Date (YYYY/MM/DD) | | |
| | 2024/06/09 | | |
| | 2024/06/11 | | |
| | 2024/06/11 | | |
| | 2024/06/11 | | |

1. Definitions

- STND – Standard. A document that provides definition for an important and commonly recurring feature but does so in a generalized way, which could be used for a variety of applications. For this reason, standards usually do not call out specific communities or events.

2. Overview

This document defines general concepts and styles for supplier-designed “Greek-themed” maps to be used in an Alchemy AOE Alliance competition.

3. General Requirements

Greek Maps shall satisfy the requirements of STND-002.

4. Competitiveness

Greek Maps shall score a minimum of 100 when evaluated for “Competitiveness” through the process of STND-003

5. Navigation/Licensing

Greek Maps shall satisfy the programmatic requirements of STND-004, with the following additional points:

- The prefix for this map pack is “GRK”.
- Destination folder for maps developed under a component specification OR contest winners:
https://github.com/Alchemy-AOE-Community/CHEM-Random-Map-Scripts/tree/Greek_Maps/Greek_Maps

6. General Design

The Greek Maps shall have an appearance that is plausibly a location within Greece. The following guidance is provided to achieve such an appearance and perform well under evaluation, but each point will not be individually inspected:

6.A. Appearance

Terrains for Greek maps should be selected to exemplify the particular biome or climate of the location featured by the custom map. For instance an “Olympus” map should contain mountains and rocky terrain instead of mangrove shallows, because that is how Mount Olympus appears in real life. Eye-candy objects appropriate to Ancient Greek theming, such as Temple Ruins and Statue Columns are encouraged.

6.B. Water

Despite their many islands and historical significance in early seafaring, Greek maps should minimize use of navigable terrain where possible, due to the dominance of naval options in AOE2. Note that if a map includes water and it is done well, then this would be an advantage in any map contest, if applicable.

| GSRM-GRK-002 | General Requirements, Greek Maps | R1 | | | | | | | | | | | | | | | | |
|---|---|-----------------|-------------------|-------------|-----------------|-------------------|----|---|-----|------------|------------------|-------|-----|------------|----|---|-----|------------|
| <div>6.C. Elevation</div> <p>Most non-navigable terrain should be a minimum of elevation 1, above navigable terrain at elevation 0. This provides a much-needed advantage to land-units over ships.</p> <div>6.D. Random Statements</div> <p>If a Greek map has a highly ordered, “scenario feel”, then random sizes of land features/configurations, forests, terrain types, etc., are encouraged through use of random statements to improve variety offered by the map.</p> <div>7. Starting Scout</div> <p>Greek Maps shall implement the following lines of code in the <PLAYER_SETUP> section of their script to allow a thematically appropriate starting scout unit, the “Heavy Swordsman”, which is the AOE2 version of the “Broad Swordsman”, a bronze-age infantry unit from the original game:</p> <pre>/* Heavy Swordsman Configuration */ #const HEAVY_SWORDSMAN 76 effect_amount SET_ATTRIBUTE HEAVY_SWORDSMAN ATTR_TRAITS 16 effect_amount SET_ATTRIBUTE HEAVY_SWORDSMAN ATTR_LINE_OF_SIGHT 8 effect_amount SET_ATTRIBUTE HEAVY_SWORDSMAN ATTR_SEARCH_RADIUS 6 effect_amount SET_ATTRIBUTE HEAVY_SWORDSMAN ATTR_HITPOINTS 15 effect_percent SET_ATTRIBUTE HEAVY_SWORDSMAN ATTR_MOVE_SPEED 90 effect_amount SET_ATTRIBUTE HEAVY_SWORDSMAN ATTR_HERO_STATUS 66 effect_amount SET_ATTRIBUTE HEAVY_SWORDSMAN ATTR_RELOAD_TIME 4</pre> | | | | | | | | | | | | | | | | | | |
| <table><tr><th>Revision</th><th>Description</th><th>Change Document</th><th>Date (YYYY-MM-DD)</th></tr><tr><td>X1</td><td>Advanced release for community review/feedback.</td><td>N/A</td><td>2024/06/09</td></tr><tr><td>Original Release</td><td>-----</td><td>N/A</td><td>2024/06/12</td></tr><tr><td>R1</td><td>Added sentence to end of Section 6.A: “Eye-candy objects appropriate to Ancient Greek theming, such as Temple Ruins and Statue Columns are encouraged.”</td><td>N/A</td><td>2024/06/16</td></tr></table> | | | Revision | Description | Change Document | Date (YYYY-MM-DD) | X1 | Advanced release for community review/feedback. | N/A | 2024/06/09 | Original Release | ----- | N/A | 2024/06/12 | R1 | Added sentence to end of Section 6.A: “Eye-candy objects appropriate to Ancient Greek theming, such as Temple Ruins and Statue Columns are encouraged.” | N/A | 2024/06/16 |
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