ALCHEMY AOE ALLIANCE

TYPE: COMPONENT SPECIFICATION FOR RANDOM MAP **(CSRM)**		PROJECT: SPACE **(SPC)**
CSRM-SPC-10		**REVISION**: OI

Cataclysm	Page 1 of 8

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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 - Background

This component specification defines requirements for an "ES_Pilgrims"-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The requirements of GSRM-SPC-1 apply unless superseded by this specification.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

This map shall be arranged per Figure 4 below:

Figure 4: Cataclysm Land Configuration

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

4.A - Space

The blue area of the image.

4.B - Space-Stations

The large tan areas completely surrounded by Space, containing red or blue-colored dots.

4.C - Planet

The green area, encompassing the majority of non-Space area of the map, and also the thin tan line along its boundary with Space.

4.D - Moon

Tan area below the purple line.

4.E - Impact-Zone

Any area not part of the other zones.

5 - Elevation

5.A - Space

Space shall be at elevation 0.

5.B - Space-Stations

Space-Stations shall be at elevation 1, except where they border Space at elevation 0.

5.C - Planet

Planet shall be entirely at elevation 1, except where bordering Space at elevation 0.

5.D - Moon

Moon shall be entirely at elevation 2, except where bordering Space at elevation 0.

5.E - Impact-Zone

Impact-Zone shall be at elevation 0, with elevation 1 mixed in.

6 - Terrain

6.A - Space

Space shall consist of layered water terrain, navigable by ships but otherwise un-buildable and un-walkable, and masked with DLC_BLACK.

6.B - Space-Stations

Space-Stations shall consist of regular land terrain with a rocky/gravel look.

6.C - Planet

Planet shall consist of regular land terrain, spotted with biome-appropriate forests of varying size and shape.

6.D - Moon

Moon shall consist of regular land terrain with a rocky/gravel look.

6.E - Impact-Zone

Impact-Zone shall consist of cracked land terrain with scattered gravel masking.

7 - Objects

7.A - Space

Space shall contain scattered deep-fish deposits, inaccessible to villagers.

7.B - Space-Stations

Space-Stations shall contain a mixture of player-controlled objects and resources, summarized in Table 7.B below:

Object	Player Owned?	Quantity	Resource Storage
Villager	Yes	3	N/A
Exploration Unit	Yes	1	N/A
Transport Ship	Yes	1	N/A
Wood Pile	No	6	50 to 150
Box Turtles	No	5	200
Gold	No	1	200 to 600

Table 7.B Space-Station Objects

7.C - Planet

Planet shall possess a plentiful but competitive balance of food resources, including sheep, hunt, and forage classes, but a limited supply of gold and stone.

7.D - Moon

Moon shall shall possess plentiful supply of gold and stone, but no other resources (not even wood).

7.E - Impact-Zone

Impact-Zone may contain incidental resources overlapping from other zones, but critically, is the only place on the map where relics are allowed to spawn. Additionally, eye-candy ruins and rubble shall be present.

Signatures:

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Revision History:

Revision	Description	Change Document	Date (YYYY-MM-DD)
OI	------ Original Issue ------	N/A	2024-12-08