

# ***ALCHEMY AOE ALLIANCE***

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



**PROJECT:**  
**GERMANY**  
**(GER)**

**PSRM-GER-01**

**REVISION: X1**

**Custom German Maps, ALS5**

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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
<u>STND-001</u>	Procurement Process, AOE2 Maps
CSRM-GER-01	Black Forest
CSRM-GER-02	Chiemsee
CSRM-GER-03	Alps
CSRM-GER-04	North Sea
CSRM-GER-05	Mecklenburg
CSRM-GER-06	Kuehkopf
CSRM-GER-07	Neuschwanstein
CSRM-GER-08	Heidelberg
CSRM-GER-09	Amoeneburg

*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
- **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 - Overview

This document provides definition for custom random maps intended for use in a “German-themed” (GER) Alchemy League Season 6.

### 4 - Procurement

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

### 5 - Map Organizer

Direct all questions to Theo on discord.

### 6 - Map Listing

Table 6 below summarizes the maps to be used in Alchemy League, Season 6:

CSRM Designation	Map Number	Nomenclature	Map Supplier
CSRM-GER-01	GER-01	Black Forest	TBD
CSRM-GER-02	GER-01	Chiemsee	TBD
CSRM-GER-03	GER-01	Alps	TBD
CSRM-GER-04	GER-01	North Sea	TBD
CSRM-GER-05	GER-01	Mecklenburg	TBD
CSRM-GER-06	GER-01	Kuehkopf	TBD
CSRM-GER-07	GER-01	Neuschwanstein	TBD
CSRM-GER-08	GER-01	Heidelberg	TBD
CSRM-GER-09	GER-01	Amoeneburg	TBD

*Table 6: Listing of German Maps*



## 7 - Calendar

The following milestones/dates apply per Table 7 below:

Milestone	Start Date (YY-MM-DD)	End Date (YY-MM-DD)
Bidding Phase	24-11-18	24-11-22
Specification Development	24-11-13	24-12-22
Map Creation	24-12-23	25-01-31
Mundane Screening	25-02-01	25-02-07
Compliance Updates	25-02-08	25-02-14
Final Competitiveness Evaluation	25-02-15	25-02-28
Maps Uploaded for Tournament	25-03-01	25-03-09
Map voting	25-03-10	25-03-17

*Table 7: Map Procurement Timetable*

## 8 - Map Contest

Technically acceptable maps shall be invited to take part in a contest, to determine their popularity among the general community.

### 8.A - Voting Categories

The following categories and weights apply per Table 8.A below:

Criterion	Weight
Thematic Appropriateness	2
Originality	1.5
Fun Factor	1
Visual Appeal / Readability	1

*Table 8.A: Artistic Evaluation Category Weights*

After voting, the final score will be used to create a ranking of maps most favored by the community.



## 8.B - Compensation

Maps entered in the contest are eligible for a portion of the total contest prize pool.

### 8.B.1 - Guaranteed Earnings

Creators shall be compensated a minimum of \$10 USD per technically acceptable map.

### 8.B.2 - Prize Earnings

Additional prizes shall be awarded to creator(s) of the following maps, pursuant to the community voting described in §8.A:

Placement	Prize [\$ USD]
1 <sup>st</sup>	15
2 <sup>nd</sup>	9
3 <sup>rd</sup>	6

Table 8.B.2: Placement Earnings

For example, the third place will earn a total of  $\$10 + \$6 = \textbf{\$16}$  as the sum of the guaranteed earnings from §8.B.1 and prize earnings.

Signatures:

Theo

2024-11-17

Prepared

Date (YYYY-MM-DD)

TechChariot

2024-11-17

Checked

Date (YYYY-MM-DD)

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Revision History:

Revision	Description	Change Document	Date (YYYY-MM-DD)
X1	Advanced Release for community review/feedback, creator recruitment	N/A	2024-11-17

