ALCHEMY AOE ALLIANCE

TYPE: **GENERAL SPECIFICATION FOR RANDOM MAP** **(GSRM)**		PROJECT: **SPACE** **(SPC)**
GSRM-SPC-1		**REVISION: OI**
General Requirements, Space Maps		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
STND-002	General Requirements, Random Maps
STND-003	Competitivity Scoring, Random Maps
STND-004	Program Reqs., Alchemy AOE 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 - Definitions

The following definitions apply:

- **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.

3 - Overview

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

4 - General Requirements

The requirements of STND-002 apply unless superseded by this specification.

5 - Competitivity

Space Maps shall score a minimum of 100 when evaluated for "Competitivity" through the process of STND-003.

6 - Navigation/Licensing

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

- The prefix for this map pack is "SPC".

- Destination folder for maps after development: https://github.com/Alchemy-AOE-Community/CHEM-Random-Map-Scripts/tree/Space_Maps/Space_Maps

7 - General Design

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

7.A - Appearance

Where possible, terrains for space maps should be selected to exemplify the particular biome or climate of the location featured by the custom map. For instance, a "Pluto" map should be covered in snow and rock terrains – not jungle grass or desert, and should have "dead forest" instead of mangrove shallow forests, because Pluto in real life is a dwarf planet near the outer limits of the solar system, and therefore very cold and rocky.

7.B - Trees/Forests

The vast majority of celestial bodies/phenomena do not have trees, so artistic license may be taken with forests on Space Maps to ensure playability. The following lines of code are recommended to create "column forests" of

TREE_A – as a type of ruin – for lifeless biomes where trees could not possibly exist, but ancient civilization may have, long ago:

```
#const RUBBLE_AQUEDUCT 1522
effect_amount GAIA_SET_ATTRIBUTE TREE_A ATTR_STANDING_GRAPHIC 1704
effect_amount GAIA_SET_ATTRIBUTE TREE_A ATTR_WALKING_GRAPHIC 1704
effect_amount GAIA_SET_ATTRIBUTE TREE_A ATTR_DYING_GRAPHIC 7344
effect_amount GAIA_SET_ATTRIBUTE TREE_A ATTR_DEAD_GRAPHIC 7344
effect_amount GAIA_SET_ATTRIBUTE TREE_A ATTR_DEAD_ID 1522
effect_amount GAIA_SET_ATTRIBUTE RUBBLE_AQUEDUCT ATTR_STORAGE_VALUE 99999999
effect_amount GAIA_SET_ATTRIBUTE TREE_A ATTR_NAME_ID 5393
effect_amount GAIA_SET_ATTRIBUTE TREE_A ATTR_ICON_ID 856
```

Normal tree graphics may be used where column trees do not make sense, or if normal trees have a property uniquely suited for the map (such as yellow reed trees on a yellow planet).

Space maps should have forest sizes commensurate with standard AOE2DE random maps.

7.C - Water

The void representing space should require ships to traverse, the closest in-game analog being water. If a space map would feature a planet or other phenomenon surrounded by nothingness, then that nothingness should be represented by water-class terrains that have been masked with DLC_BLACK or "Evil Fog", to better resemble the emptiness of space. Despite often being surrounded by water, Space maps should minimize use of navigable terrain where possible, due to the dominance of naval options in AOE2. Maps where water (resembling outer space) is an inherent component should take into consideration any balancing or limitations to avoid giving naval units too strong of an advantage.

7.D - Elevation

Most non-navigable terrain should be at a minimum of elevation 1, above navigable "Space" at elevation 0. This would provide a much-needed advantage to land-units over ships.

7.E - Random Statements

Many Space maps will possess a highly ordered, "scenario-feel". To offset this, random sizes of land features, forests, terrain types, etc. are encouraged where possible to improve variety offered by the map.

7.F - Conditional Science-Fiction

Artistic license is granted to introduce fictional concepts only for the purposes of game balance; E. G. "Space Fish" on a nomad map.

8 - Ancient Ruins Eye Candy

Pursuant to §7.B, eye candy objects "Statue Column" (1322) and "Roman Ruins" (856) graphics are forbidden.

9 - Starting Scout

Space Maps shall implement a photon man scout, whose default properties are achieved through the following lines of code in the map script:

```
effect_amount SET_ATTRIBUTE PHOTON_MAN ATTR_TRAITS 16
effect_amount SET_ATTRIBUTE PHOTON_MAN ATTR_ATTACK_GRAPHIC 1908
effect_amount SET_ATTRIBUTE PHOTON_MAN ATTR_STANDING_GRAPHIC 1913
effect_amount SET_ATTRIBUTE PHOTON_MAN ATTR_STANDING2_GRAPHIC 1914
effect_amount SET_ATTRIBUTE PHOTON_MAN ATTR_DYING_GRAPHIC 1911
effect_amount SET_ATTRIBUTE PHOTON_MAN ATTR_UNDEAD_GRAPHIC 1911
effect_amount SET_ATTRIBUTE PHOTON_MAN ATTR_WALKING_GRAPHIC 1918
effect_amount SET_ATTRIBUTE PHOTON_MAN ATTR_RUNNING_GRAPHIC 1918
effect_amount SET_ATTRIBUTE PHOTON_MAN ATTR_NAME_ID 5043
effect_amount SET_ATTRIBUTE PHOTON_MAN ATTR_ICON_ID 300
effect_amount SET_ATTRIBUTE PHOTON_MAN ATTR_HERO_STATUS 66
```

Configuration-specific properties are described in the following sections:

9.A - Standard Start

For Standard-Start maps (Non-nomad), the photon man scout shall consist of a modified Unit 430 (Joan the Maid), to achieve the following properties:

Property	Photon Man Scout	Dark Age Eagle Scout
Line of Sight [tiles]	6	5
Move Speed [tiles/second]	1	1.1
Hit Points	45	50
Armor (melee, pierce)	(1,1)	(0,2)
Attack	4	4
Reload Time [seconds]	2	2
Range [tiles]	0	0
Convertible?	No	Yes

Table 9.A Scout Configuration for Standard-Start Space Maps

9.B - Nomad Start

For Nomad-Start maps, the photon man scout shall consist of a modified Unit 1292 (Queen), to achieve the following properties:

Property	Photon Man Scout	Horse Scout
Line of Sight [tiles]	1	4
Move Speed [tiles/second]	1.3	1.2
Hit Points	130	50
Armor (melee, pierce)	(0,0)	(0,0)
Attack	0	0
Convertible?	No	No
Population Space	1	0

Table 9.B Scout Configuration for Nomad-Start Space Maps

Signatures:

CookiePirate   2024-10-21
_____
Prepared   *Date (YYYY-MM-DD)*

TechChariot   2024-11-03
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Checked   *Date (YYYY-MM-DD)*

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Approved   *Date (YYYY-MM-DD)*

Honeybadger   2024-11-06
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Approved   *Date (YYYY-MM-DD)*

Revision History:

Revision	Description	Change Document	Date (YYYY-MM-DD)
OI	--------------------- Original Issue ---------------------	N/A	2024-11-10