

# ALCHEMY AOE ALLIANCE

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



**PROJECT:**  
N/A

**PSRM--001**

**REVISION: OI**

**Map Procurement, General**

Page 1 of 8

## Table of Contents

1 - Referenced Documents.....	2	7.A.3 - Outcome.....	4
2 - Definitions.....	2	7.B - General Screening.....	4
3 - Overview.....	3	7.B.1 - Submission Process.....	5
4 - Map Procurement Focal.....	3	7.B.2 - Submission Quantity.....	5
5 - Calendar.....	3	7.B.3 - Iterations.....	5
6 - Requirements.....	3	7.C - Artistic Evaluation.....	6
6.A - Programmatic.....	3	7.C.1 - Category Weights.....	6
6.B - General.....	3	8 - Rewards.....	6
6.C - Competitivity.....	3	8.A - Tournament Inclusion.....	6
7 - Process.....	4	8.B - Tournament Featuring.....	6
7.A - Programmatic Screening.....	4	8.C - Base Earnings.....	6
7.A.1 - Submission Process.....	4	8.D - Placement Earnings.....	7
7.A.2 - Submission Quantity.....	4	9 - No Guarantees.....	7

## 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
<u>STND-002</u>	General Requirements, Random Maps
<u>STND-003</u>	Competitvity Scoring, Random Maps
<u>STND-004</u>	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:

- **Supplier/Source of Supply** – 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 and achieved consensus to apply the team's work in support of the Alchemy AOE Competition.
- **Map Procurement Focal** – A person whose leadership results in obtaining a group of high-quality random map scripts intended for competitive play. The Map Procurement Focal coordinates with tournament host and suppliers to ensure maps meet all applicable requirements.



### 3 - Overview

This specification describes a random map scripting contest hosted by the Alchemy AOE Community.

### 4 - Map Procurement Focal

Direct all questions to TechChariot on discord.

### 5 - Calendar

To preserve the generality of this specification, no dates or timelines are defined. Typically such information is provided at a higher level, with this specification describing all other details.

### 6 - Requirements

#### 6.A - Programmatic

Random Maps shall satisfy the requirements of STND-004.

#### 6.B - General

Random Maps shall satisfy the requirements of STND-002

#### 6.C - Competitvity

Random Maps shall score a minimum of 100 when evaluated for strategic variety per STND-003.



## 7 - Process

Random Maps shall be obtained through the process of STND-001, with the following exceptions and added detail:

### 7.A - Programmatic Screening

Since these maps do not have Component Specifications, Phase 4.A (Component Screening) is replaced with inspection to §4.B and §5 of STND-004. In this way, map distribution history may be evaluated before investing time in updating for other Alchemy requirements.

#### 7.A.1 - Submission Process

Suppliers shall send a direct message through discord to the Map Procurement Focal, containing the name of the map, a brief description of its history, and any planned changes. Since the physical characteristics of the map are irrelevant to this evaluation, suppliers shall not send script files or any related images.

#### 7.A.2 - Submission Quantity

Any one supplier may submit any number of maps per §7.A.1.

#### 7.A.3 - Outcome

The Map Procurement focal shall respond after the first submission period closes but before general screening, accepting or rejecting maps as appropriate for the contest.

### 7.B - General Screening

Surviving maps from the initial screening phase described in §7.A are regarded as serious contest challengers and worthy of additional attention. Prior to General Screening, suppliers are given time to modify their maps to be compliant with all requirements defined in this specification.

## 7.B.1 - Submission Process

Suppliers shall directly message the Map Procurement Focal with the following information for each map:

- 1) Location where it can be found in the Alchemy AOE Map Script Repository: <https://github.com/Alchemy-AOE-Community/CHEM-Random-Map-Scripts>
- 2) Completed Compliance Matrix –based on the template provided--attesting the supplier's belief that the map meets all applicable requirements.
- 3) Competitvity worksheet (supplement to STND-003) completed by any player (other than the supplier), at least 1500 on the ranked AOE2 DE 1v1 ladder, indicating minimum score of 100.

Only maps accepted from §7.A.3 may be submitted in this stage.

## 7.B.2 - Submission Quantity

Any one supplier may submit up to three maps per §7.B.1.

## 7.B.3 - Iterations

Questions are encouraged, but only two iterations are allowed per map to achieve General Requirements. An iteration occurs when a tournament representative uses the Compliance Matrix to evaluate a map.



## 7.C - Artistic Evaluation

### 7.C.1 - Category Weights

The table below shows categories relevant to artistic evaluation and their relative weights:

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

*Table 7.C.1: Artistic Voting Weights*

## 8 - Rewards

### 8.A - Tournament Inclusion

The top 9 scoring maps from §7.C shall be included in the competition.

### 8.B - Tournament Featuring

If the parent tournament designates a featured map each round, then the total scores of maps from §7.C will determine the order in which contest winners are featured, with highest score going first.

### 8.C - Base Earnings

The base compensation for all maps featured in the competition shall consist of 68% of the total map contest prize pool, equally distributed across all maps.



## 8.D - Placement Earnings

The table below gives a breakdown of additional prizes depending on placement from §7.C. Note that the total adds to 100% after including base earnings allocation of §8.C.

Placement	Added Fraction of Total Map Contest Prizes
1st	13
2nd	9
3rd	6
4th	4

*Table 8.D: Added Placement Earnings*

## 9 - No Guarantees

For this style of Map Contest, the Alchemy AOE Community cannot guarantee use of any submitted map. By submitting a map to this contest, the supplier understands and accepts this risk. When preliminary evaluation on each map is performed per §7, the estimated time required to ready it for the competition will also be considered. Maps regarded as a large investment may be rejected, regardless of supplier commitment.



## Signatures:

TechChariot

2025-01-18

*Prepared**Date (YYYY-MM-DD)*CookiePirate

2025-01-19

*Checked**Date (YYYY-MM-DD)*Honeybadger

2025-01-19

*Approved**Date (YYYY-MM-DD)*

## Revision History:

Revision	Description	Change Document	Date (YYYY-MM-DD)
OI	----- Original Issue -----		2025-01-20

