


1. **Definitions** – per CH-01.
2. **Overview** – This specification defines a comprehensive procurement method for supplier-designed random map scripts to be used in an Alchemy AOE Competition. Maps selected through this process are expected to provide a handsome and original theater fitting for their AOE2 competition, with a variety of strategies and situations optimizing unpredictability and entertainment.
3. **No Campaigning** – Unless otherwise stated in subsequent sections of this document, campaigning is forbidden. Maps that violate this rule will be regarded as disruptive to the processes of this specification and disqualified.
4. **Evaluation Process** – Random Map Scripts submitted for use in an Alchemy AOE Competition shall be filtered according to the four phases outlined in the following sections:
 - A. **Component Screening Phase** – The Map Procurement Focal shall appoint a team to review random maps against their assigned component specification. This preliminary review ensures that the maps meet the theme and niche requirements of their parent competition, and that each performs the function assigned to it. If a map does not do this, then it cannot be used, regardless of any exceptional merits it may possess. This is one of the few phases that may occur during map development, and is encouraged early-on to provide general direction to map suppliers, helping them make the most of their time and effort. This phase is skipped if the competition does not assign a component specification to each of its map submissions.
 - B. **General Screening Phase** – The Map Procurement Focal shall appoint a team to review random map script submissions against their general requirements. Table 1 below outlines how each will be dispositioned:

Moving on to <i>Competitvity Evaluation (satisfies at least 1)</i>	Declined for Further Processing
-Map submitted is complaint with all requirements.	-Map (as submitted) fails to comply with all requirements, or is not expected to comply within the allowed time. Exception is either not requested or not granted.
-Map is expected to be complaint with all requirements, after receiving feedback from the evaluation team that can be implemented in the allowed time.	
-Map is complaint with and/or expected to be compliant with most requirements in the allowed time. The map's creator made a compelling argument for accepting any non-conformities, and exception was granted by the evaluation team.	

Table 1: Conditions for Map Acceptance in General Screening

Bill of Materials:		Alchemy AOE	GSRM-01	Revision
CH-01	Definitions			-
		Procurement Process, Alchemy AOE Maps		
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GSRM-01	Procurement Process, Alchemy AOE Maps	Original Issue
<p>The review team may determine –in their discretion—whether or not to grant exception based on justification provided, and/or how long it would take for changes to be implemented. Any number of exceptions may be requested to any requirements, but they must all be justified by the creator, and the review team must accept each.</p> <p>C. Technical Screening Phase – The Map Procurement Focal shall appoint judges, in varying capacities, to score competitiveness of the random map scripts. Typically such judges are highly experienced players who can recognize strategic options and potential exploits on a given map, and tend to be 1800+ on the 1v1 ranked ladder. There are two types of technical screening –they are as follows:</p> <ol style="list-style-type: none"> 1. Technical Screening, Development – The purpose of this phase is for the Alchemy AOE Community to provide support to a map-supplier, and improve the likelihood that their creation would achieve the required competitiveness score when a final evaluation is made. The following conditions apply during this type of Technical Screening: <ol style="list-style-type: none"> a. The Map Procurement Focal shall assign one or more “informal judges” from the Alchemy AOE Community to a specific map or map-supplier. The relationship between map-maker and judge(s) shall conform to the following: <ol style="list-style-type: none"> 1. Judges are consultants –not map creators or even co-creators. Since judges are not accountable for the completed map, they cannot make any decision regarding its design. 2. Judges are encouraged to maintain an open dialogue with the map-supplier, to provide counsel that would optimize the results of this phase. 3. Any interaction between Judges and map-makers is in confidence. The privacy of any map’s development history shall be protected. b. Judges shall provide at least two competitiveness evaluations within the allotted time for this phase, each within 48 hrs of request by the map supplier. <ol style="list-style-type: none"> 1. The map-supplier may request a competitiveness evaluation during their own development phase, before the start of the inspection phase. Such an evaluation, although not done during the technical phase, still counts toward the maximum number that the Judge is obligated to provide. 2. If the competitiveness evaluation would score the random map below the requirement of the competition it is being designed for, then the Judge(s) shall provide consultation on how the design of the map could change to improve its scoring in the categories that caused it to fail. c. This sub-process is designed to mitigate risk of failing final inspection, which does not allow rework. There is no threshold score that must be met in order to move forward in the over-arching procurement process. 2. Technical Screening, Inspection – The purpose of this phase is to prove that the maps used in an Alchemy AOE competition are “competitive”, meeting obligations to players and viewers for entertainment value. <ol style="list-style-type: none"> a. The Map Procurement Focal shall assign one or more judges to perform a competitiveness evaluation on each submission that satisfied the general requirements of the previous phase. If a <i>Technical Screening, Development</i> phase was conducted as part of the map procurement process, then no judge in this phase shall be assigned to a map for which that judge had previous exposure. b. Prior to judgment, random map submissions shall be decoupled from the identity of their creator to ensure that results are impersonal, and that creators who were willing to take 		
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- risks are spared the potential humiliation of receiving a low competitiveness score. Evaluations shall be performed privately, and not used for content creation.
- c. Exception to competitiveness requirements shall not be granted under any circumstances, nor shall rework be allowed after this phase.
 - d. A copy of the scored competitiveness worksheet for each map, as completed by each judge, shall be shared privately with the map creator to provide feedback for future contests.
- D. Artistic Evaluation Phase – Whereas the component, general, and technical phases of map judgment are typically performed by a small number of subject-matter experts, the artistic evaluation is performed by a large number of people, and is said to be the “Map Contest” portion.
- 1. Only random maps meeting the requirements of previous sections shall be scored.
 - 2. The following subjective categories may be weighted differently depending on need:
 - a. Visual Appeal/Readability – How “good” the map looks. Tasteful application of terrain layering, blending, and eye-candy object placement makes this map look like it could be a place somewhere in the real world, or a similar fantasy world. The beautification choices do not come at the expense of map readability; there isn’t so much stuff going on that players would have difficulty seeing resources or units/buildings. NOTE: Readability is *not* a philosophical question of which strategies are best for the map.
 - b. Originality – How much the map explores uncharted territory, introducing new configurations and concepts not seen in other random maps.
 - c. Thematic Appropriateness – If a theme is specified for the event, then this category is a reflection of how well the map represents its parent competition. If no theme is specified, then this category is a scoring for how well the map fits its own nomenclature.
 - d. Fun Factor – How much fun the map looks like it would be to play!
 - 3. Positive campaigning shall be permitted to sway public opinion during this phase. The following are published for each map of in this phase:
 - a. Original name
 - b. Description written by creator
 - c. Screenshots of important locations
 - d. Identity of the scripter.
 - 4. If a voting system is implemented, then identification shall be collected from all voters to ensure no duplication/cheating. Individual scoring/preferences shall not be shared publicly by the Map Procurement Focal.
 - 5. If one map per component specification is sourced from the Alchemy AOE Community, then this phase is skipped.

Revision	Description	Change Document	Date
Original Issue	-----	N/A	2024/02/10