Code to write  
- hillclimber that starts with generating a random map itself  
- hillclimber   
- simulated annealing on random maps

Compare with statistics  
- values of maps with 1, 2, 3 or 4 pieces of water  
- values of maps compared with the placement of water  
- values of a semi-random map with values of hill-climber maps  
- values of simulated annealing maps with hill-climber and random maps