Our approach: static version

- Take known seafloor contents data
- Build assessment for attractiveness based on known points:
  - evaluate "attractiveness" (variance) on a fine mesh ⚠
- Orienteering: repeat:
  1. select point with highest variance
  2. find tour T with feasible length
     - if no such tour exists, break
  3. simulate probing that point; recompute "attractiveness" ⚠
- Probe: evaluate true function for all $(x, y) \in T$ ⚠
- Estimation: evaluate resource level allover the surface (GP)