Week 13/02/2019 – 23/02/2019

# WBS

1. Work on the Procedural Map Generation (50%)
   1. Create a Class Diagram (5% Design)
   2. Create a flow Diagram (5% Design)
   3. Go through the Perlin Noise function done last week, and check for improvement (10% Programming)
   4. Implement a Colour Map using the noise map (20% Research/Programming)
   5. Create a colour Lerp Function (10% Research/Programming)
2. Research (50%)
   1. Conduct research about the different techniques to improve Procedural Terrain Generation (20% Research)
   2. Conduct research on the Diamond-square algorithm (20% Research)
   3. Create design documentation based on the research (10% Design)
      1. Create a class diagram (5% Design)
      2. Create a flow diagram (5% Design)