Experiments	Team 11	
Evaluation: **Controls**	Can zoom in/out, explore the map.	1 /3
Evaluation: **Visuals**	No sprite animation	1 /3
Evaluation: **Gameplay**	No game play implemented	0 /3
Comments		

Evaluation: **Controls**	arrow key to move Camera. "<" and ">" to zoom	3 /3
Evaluation: **Visuals**	0 for water, 1 for sand, 2 for land for the map.	3 /3
Evaluation: **Gameplay**	move rectangle around by mouse click.	2 /3
Comments	maybe I can conclude more with more gaming elements on screen. Like units generate or killings.	

Evaluation: **Gameplay**		3 /3
Comments	Can't wait to see ship pathfinding!	3 /3
		3 /3

Experiments		
Evaluation: **Controls**	map controls / generation	
Evaluation: **Visuals**	cursor tracking smooth, and zooming	
Evaluation: **Gameplay**	some placeholder but map looks good	3 /3
Comments	not much gameplay yet	2.5 /3
	promising :)	2 /3

Experiments		
Evaluation: **Controls**	team 11	
Evaluation: **Visuals**	Very colorful ← cool implementation of perlin noise	
Evaluation: **Gameplay**	basic controls ←	3 /3
Comments	not much yet	3 /3
	Really like the perlin noise map	2 /3

Evaluation: **Controls**	Move use mouse, camera can more	3 /3
Evaluation: **Visuals**	0,1,2 0 for water, 1 for beach, 2 for land	3 /3
Evaluation: **Gameplay**	1 pixel to repesent the boat	1 /3
Comments	No other animation besides the map, boat can still move to land	

Team 11,   use mouse click