**Post-mortem**

* Attempt to implement runtime-compiled c++ failed. Compile time were getting to slow. We had to include almost everything from the engine. It cannot work with our current architecture. Maybe it should be more modular.
* Adding visual debug information was very useful. We had a lot of bugs there, since we do not have an experienced physics programmer. It would not be very hard to fix most of them without debug draw.
* Fiber-based task manager is very useful parallelization approach. Even existing engine can be parallelized without changing the overall architecture. But it makes the code less readable. Next time in order to fix that some techniques should be considered.
* SIMD is very hard to read and it is a lot of code. Next time the code should be more commented. Since it is very hard to understand this code even after a week without working on it.
* Writing unit test was a good choice. It was time consuming, but I fixed a lot of bugs because of them. Especially for SIMD library it has to be done.