Milestone 1

*Due 2/15*

* Figure out issues with waves not being highly detailed
* Figure out issue with sky box ceiling oriented wrong
* Create profiling tools for different portions of the algorithms

Milestone 2

*Due 3/1*

* iWave method for variable depth ocean floor functionality
* Ensure iWave method working correctly for wakes and bouncing off objects
* Improve iWave method detection of objects in water
* Use more complex objects to have on the ocean’s surface

Milestone 3

*Due 3/15*

* Thread FFT process
* Use DirectX11 FFT function to calculate FFT
* Toggle between all 3 methods to allow for profiling

Milestone 4

*Due 3/29*

* Visual pass on ocean surface. Ensure that reflections and aesthetics look good to the user
* Visual pass on in-water objects to ensure that they look like what they are supposed to be

Milestone 5

*Due 4/12*

* Collect profiling data for different wave configurations
* Ensure that the UI is intuitive and straight forward
* Save off interesting wave configurations for quick access

Milestone 6

*Due 4/26*

* Final pass on everything to ensure quality is satisfactory and everything is presentable
* Finish TDD