Milestone 3

*Due 3/15*

* 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
* Thread FFT process
* Use DirectX11 FFT function to calculate FFT
* Toggle between all 3 methods to allow for profiling
* Continue to investigate how to create foam caps on waves
* Add refraction to water
* Investigate FFT to better understand the process

Milestone 4

*Due 3/29*

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