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
* Approximate Jacobian to generate foam caps to wave peaks
* Thread FFT process
* Use DirectX11 FFT function to calculate FFT
* Toggle between all 3 methods to allow for profiling

Milestone 5

*Due 4/13*

*Note: No longer pursuing threading and compute shader functionality*

* 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
* Ensure Jacobian values are being calculated correctly
* Use jacobian value to generate foam caps that match the visuals of the water