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
* Screen Space Ray Tracing to better find depth texture pixel better

Milestone 6

*Due 4/27*

*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