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
  + Not foam caps but where water density is lower as vertices move out of position
* Terrain and depth rendering
* Fixed wave complexity issue

Presentation

*Due 5/5*

* iWave functionality and normal mapping from disturbances refinement
* TDD work
* Presentation Work