Next steps in simulation:

**Batch rendering**

1. Rather than calling Object.Render() for each individual scene item, objects to-be rendered should be contained in a group and rendered in a more intelligent way, calling any particular shader only once per frame. *Idea: active object library like the shader and model libraries.*
2. Similarly, before rendering, rigid bodies updates should be computed simultaneously and once per frame. *Idea: add a function for this in WaterPhysicsEngine class*.

**Water rendering**

1. Add reflection and refraction of objects in the scene. Use this tutorial: <https://www.youtube.com/watch?v=HusvGeEDU_U&t=126s>
2. Tesselate the water mesh to get a larger plane of water.
3. Transparency of water – underwater parts of an object should be visible.