

Generador de Torneos de Speedcubing

.....

José Garrido – Milenko Tomic – Hans Fehrmann

19/08/2016

CC5111 Programación Avanzada en Scala



El Equipo



Milenko Tomic



José Garrido



Hans Fehrmann



SpeedCubing

Actividad consistente en resolver lo más rápido posible un “twisty puzzle.”

El más característico: Rubik’s Cube

11 Puzzles oficiales distintos

18 Categorías oficiales distintas

World Cube Association



The World Cube Association governs competitions for all puzzles labelled as Rubik puzzles, and all other puzzles that are played by twisting the sides, so-called 'twisty puzzles'. Most famous of these puzzles is the Rubik's Cube, invented by professor Rubik from Hungary. A selection of these puzzles are chosen as official events of the WCA.

The World Cube Association organizes competitions all over the world, supported by national organizations responsible for organizing competitions in their countries.



Torneos de Speedcubing



3068
En el Mundo

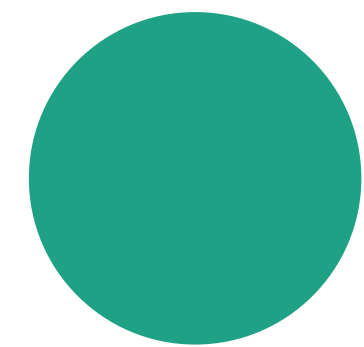


295
En Sudamérica



43
En Chile

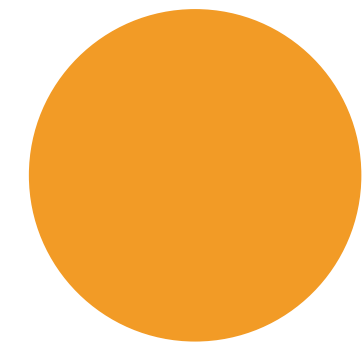
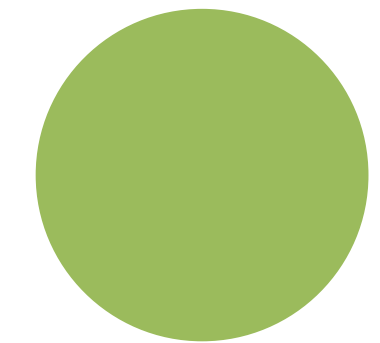
El Proyecto



Creación de
Torneos

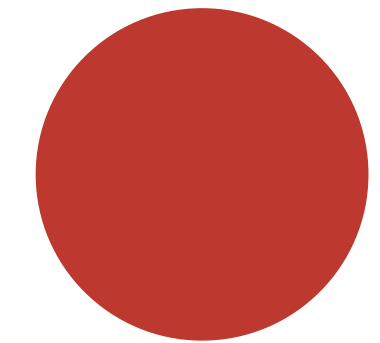


Medallero



Records

Estadísticas



Tecnologías Utilizadas



Scala



Play



Slick



Bootstrap



Gracias
