Northern Michigan University (Marquette Co, MI)
CS 495-01-15F: Video Game Programming

Program 4
Due: Friday 16 October 2015 1:00 P.M. EDT

Create a directory called "PG4" at the top level of your CS495-01-15F folder. Put all the files pertaining to this assignment in PG4. Place a (possibly empty) file or folder called "DONE" in this folder when you have completed this project.

This will be the third and final phase of the Rubik's Cube project.

1. Animate the sides of the cube so that when you hit the appropriate key, you see the side physically rotate.

2. Use quaternions so that the arrow keys to reorient the cube work in a manner akin to the sample.