

Northern Michigan University (Marquette Co, MI)

CS 495-01-15F: Video Game Programming

Program 3

Due: Friday 2 October 2015 1:00 P.M. EDT

Create a directory called “PG3” at the top level of your CS495-01-15F folder. Put all the files pertaining to this assignment in PG3. Place a (possibly empty) file or folder called “DONE” in this folder when you have completed this project.

This will be the second phase of the Rubik's Cube project.

This second phase of the project will consist of rotating the individual sides of the cube, as described in README.txt . They do not have to be smooth, animated rotations. Just have the cube magically teleport to its new orientation with the side rotated.