# Brainstorm:

Rubiks cube site:

3D Rubiks cube (Rotation, interactive) without using canvas.

Backend with challenger rubiks cudes (timescores, save solves, playback of solutions?)

Solving logs.

Auto generate solving guide to a scrambled rubiks cube.

# Point set up:

3D cube:

* Not canvas.
* Using transform.
* Animated rotations.
* Interactive for moves.
* Speed of animation.
* Scrambling.
* One javacript file for generating the rubiks cube and its rotating functions.

Backend:

* Challenge rubiks scrambles.
* Time-score keeper.
* Playback-log.
* Talk with backend is done trough a different javescript file than the cubes

Solving log:

* To playback of a solving log.
* To send to the backend.

Auto generating solving method.

* Step by step solving.
* Generated based on a simple solving technique.