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Project: **Bubble Sort Animation**

**Goals:**

* Main Objective: Create a group of cubes to form an array of size 10, then visually show what calling a bubble sort on them would look like. These cubes will either contain numbers, or vary in size, but they have to have some differentiating feature so it is clear which one is greater than the others.
* Reach Objective: Possibly get user input so they can set the value for each index that way it is not the same ten values.

**Plan:**

Main Objective

1. The first step is to create the animation function that properly moves the cubes around
2. Secondly I will create functions that will change the color or make some noticeable change to the cubes to show that they are successfully sorted.

Reach Objective

1. Create a text box or some way to get user interface where they will type in up to 10 numbers
2. Then using these numbers, apply it to the cubes whether it be through changing their height or by displaying a number on them.
3. Then do the steps outlined in the main objective

**Deliverables:**

* Source code containing the creation of the cubes and all animation code
* Any object files or images needed for displaying value
* A README file
* All of this will be contained in a single zip file