

Proposal #1-

Rubix cube - Create a new data structure to model a rubix cube or use existing data structures to create

one. There could be different kinds of cubes pyramidal, cube etc. Different versions could use different

data structures i.e. cube = 6 matrices pyramid = 4 trees so on and so forth. Proceed to develop algorithm for solving

the various cubes. Utilize processing to represent each cube run animation of algorithm, and implement manual

interaction via clicking and dragging.

Inheritance Ex.

Rubiks????

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2x2 cube pyramidal

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3x3cube rectangular

Plans for making it work-

Step 1 : make the structure for a 3x3 rubiks cube

Step 2 : Implement mechanical portion of moving the cube

Step 3 : Visually represent the cube via processing either in a blown up view or pseudo 3d view

Important to note- this is all about manipulating data structures to make the cube work

Step 4 : add move tracking / solution finding

Step 5 : move on to different type of cube then repeat