



Topic

Uncover rubrics

cube

w

f

Team

- Chandana Chenchula Nandan - Document writer and UI Designer
- Shanthakumar Sivakumar - Project Manager and Software Quality Assurance
- Xinyu Yang - Frontend Developer
- Yuan Gao - UI Designer
- Yuchen Zheng - Backend Developer





Overview

Our main goal is to create a website that's easy to use and simple to understand. It'll help users step by step as they solve a 3x3 Rubik's Cube

Scope

Interactive 3D Rubik's
Cube simulations

User account
management

Hint system

People who want to learn

People who want to get better

Individuals who are new to solving the Rubik's Cube and want to learn the basics and build their solving skills from scratch

Experienced cubers who are looking for advanced algorithms and strategies to enhance their problem-solving skills.

People who simply enjoy playing with the Rubik's Cube for fun and relaxation

Target users



High Level Requirements

- Interactive 3D Rubik's Cube Simulation
- Rubik's Cube Solving Algorithm
- User Account Management
- Hint System





Final status of our project

We've successfully implemented the following key features:

Main Cube Solver Page: Users can efficiently solve a 3x3 Rubik's Cube through our user-friendly main page.

Hint Functionality: A helpful hint feature has been integrated, guiding users with step-by-step instructions to solve the cube.

User Profile Page: Users can personalize their experience through a dedicated profile page.

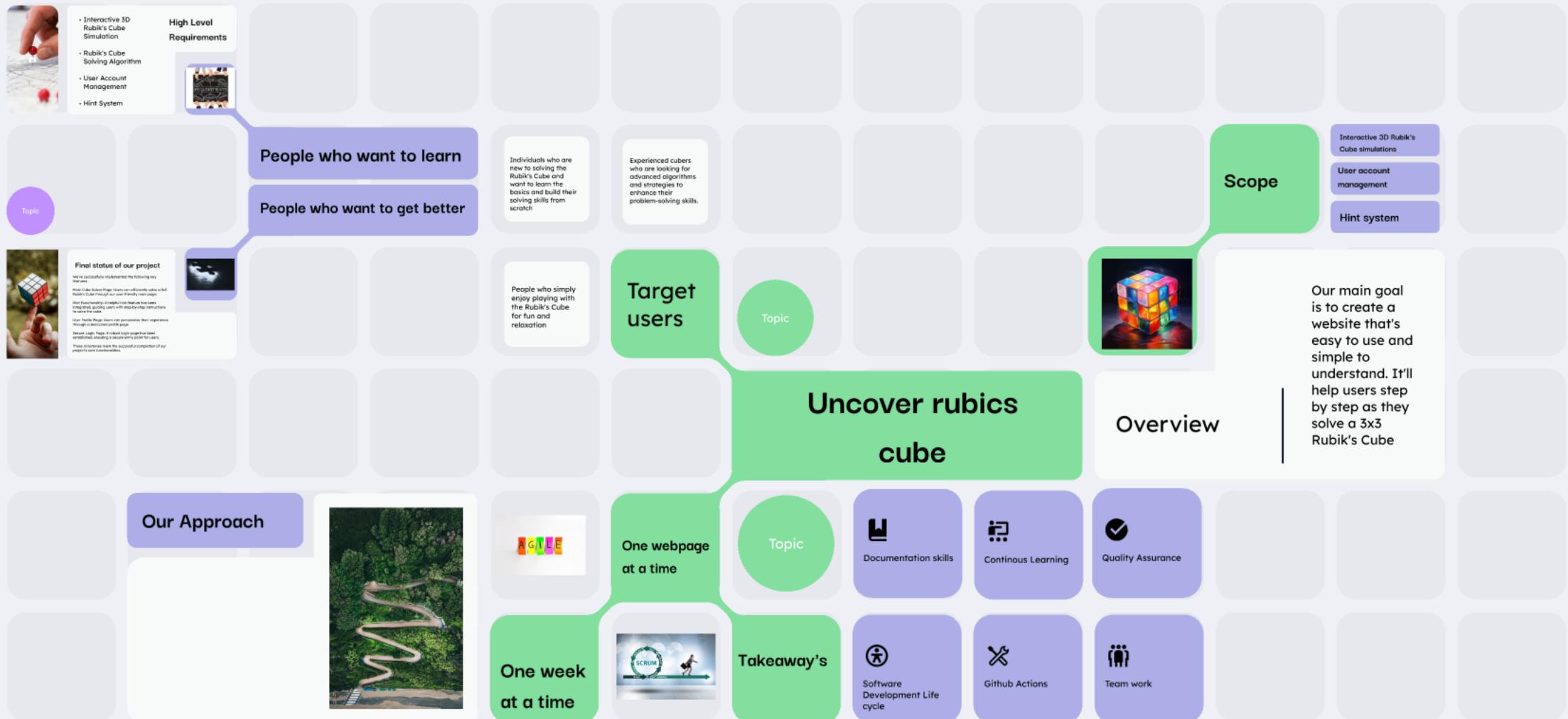
Secure Login Page: A robust login page has been established, ensuring a secure entry point for users.

These milestones mark the successful completion of our project's core functionalities.

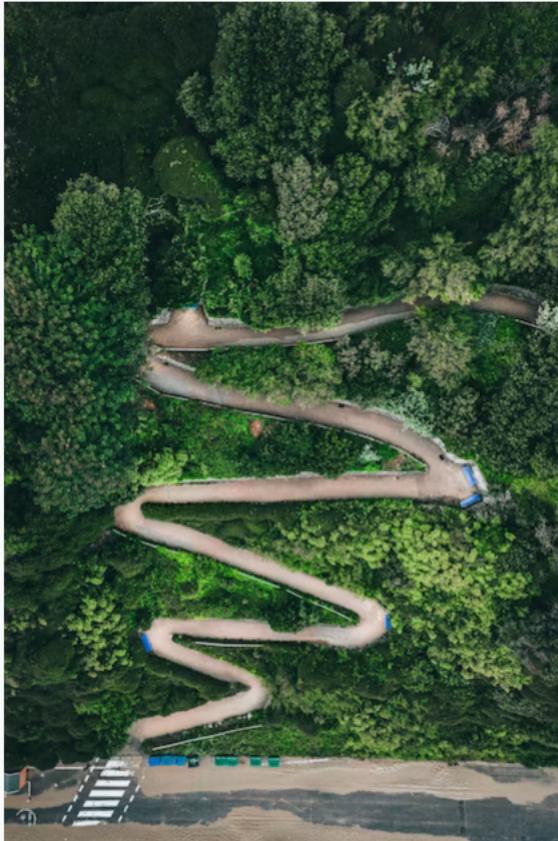


Success of our project

The project has achieved its goals, including developing new features, designing a user-friendly interface, and creating a dynamic website. The website is easy to use for both beginners and experienced users. The team has worked hard to build a strong foundation for success.



Our Approach



AGILE

One week
at a time



One webpage
at a time

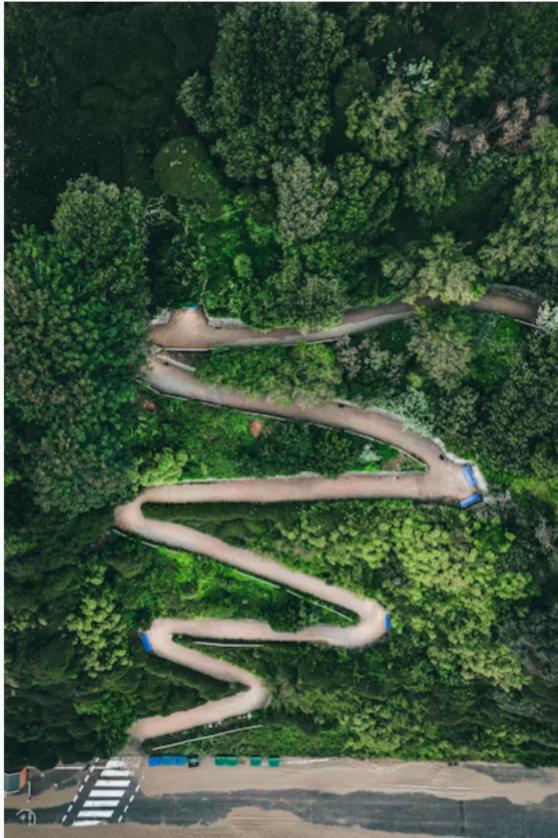
Our Approach

We adopted an agile approach for our development.

The work was segmented into sprints.

Each sprint had a specific end goal; any unmet goals were noted in the backlog, and subsequent backlog refinement took place.

Segmenting our work into smaller, manageable chunks has demonstrated its impact as we reflect on our past endeavors.



AGILE

**One week
at a time**

**One webpage
at a time**



Topic



Documentation skills



Continuous Learning



Quality Assurance

Takeaway's



Software
Development Life
cycle



Github Actions



Team work

Thankyou

