**Rubiks Development Log (NOTE: this game is not done at all)**

\*\*Last update to this log was 3/2/2018\*\*

**Environment:** GameMaker

**Summary:**

This is my attempt at creating a rubiks cube in 2d format. The buttons correspond to different movements you can perform on a rubiks cube.

**Game Objects:**

* **Piece:** Describes one piece of the rubiks cube. Tracks color of itself.
* **Side objects:** Every side of a rubiks cube is an object. It has a an array of 9 pieces built in to it, and at the beginning of the game, it initializes the sides as being solved.
* **Movement Buttons:** Every “move” you can do to a rubiks cube is represented with buttons. The buttons tell the program where to move each piece based on the move.

**Resources:**

* All artwork was drawn by me

**Ways to improve:**

* **This game is not done at all.**
* I would love to add a “solve” feature
* Add an undo button
* Add a redo button
* Re-create in 3d
* Allow user to input their rubiks cube and for the computer to help them solve it.
* I want to change the implementation of pieces and how moves change them. Right now, moves don’t move actual pieces. They just change colors to reflect where the moves went. The issue is that there is no lock on how many colors there can be then if there is a glitch. If it moved the actual pieces, there would be less chance of a glitch happening with too many of one color.

**Version Log:**

**Version 1.0:**

* Original concept
* Buttons correspond to moves
* No undo or reset button.
* No music or menu