Source 1:

“Rubik's Cube-oid Generator and Solver” by Richa Mohan
Term Project for 15-112 Fall 13

Features:

The programme generates and solves Rubik’s Cubes and Cuboid with dimensions from 2x2x2 to 8x8x8.

The program displays the cube/cuboid in 3d

The program can shuffle a cube/cuboid

Users can rotate the the cube/cuboid

Things in this program that I want to include in my project:

The solving feature
The 3d display feature
The rotation feature

Things in this program that I DON’T want to include in my project:

multipele dimensions. I shall focus on the 3x3x3 cube.

Source 2:

“Easy Cube: 3D Rubik's Cube Tutorial” by Yijun Dong
Term Project for 15-112 Spring 14

Features:

Tutorial

User can rotate the cube

The cube solver

Things in this program that I want to include in my project:

The tutorial. Since my project is tutorial based.

Source 3:

"Cube" by anonymous

A windows .exe executable app

Features:

Users can rotate the cube

Solves the cube

Manual input

I'd like to enclose all the features in my app.

However, the algorithm the app uses is not optimal. In addition to include an educational algorithm in my app, I would also like to demonstrate an optimal solution.

Source 4:

"Solver" by Bruce D. MacKenzie
a demo of two-phase algorithm

Features:

Solves a cube using two-phase algorithm

I'd like to use this algorithm to get optimal solutions to solve the Rubik's cube.