Architecture Presentation

Virtual Rubik’s Cube

Raven Alvarez, Nathan Gonzales and Fidel Garcia

Project Overview

Create a Virtual Rubik's Cube

Initially start off with a 2x2

Allow the user to view the cube from different viewpoints

Allow for the individual rows and columns to be manipulated through user input

Have a timer to track the time it takes to solve the cube

Possibility Expand to a 3x3 and or 4x4 cube

Reasons for Specific Architecture

Each programmer will need the same amount of ‘access’ to write and or manipulate the code

Content needs to be easily distributed

Need to connect different components (color and cube blocks being moved/shifted)

Output will dependant on the the user input

Architectural style choices

Peer to Peer

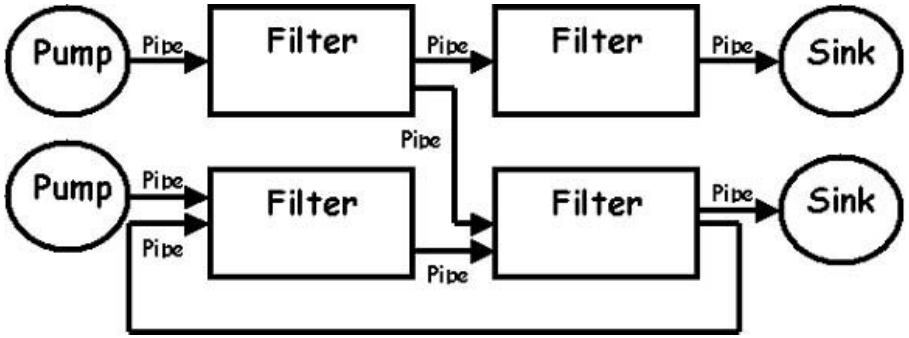
Doesn’t restrict any of the programmers from work on or fixing any of the components of the Rubik’s Cube.

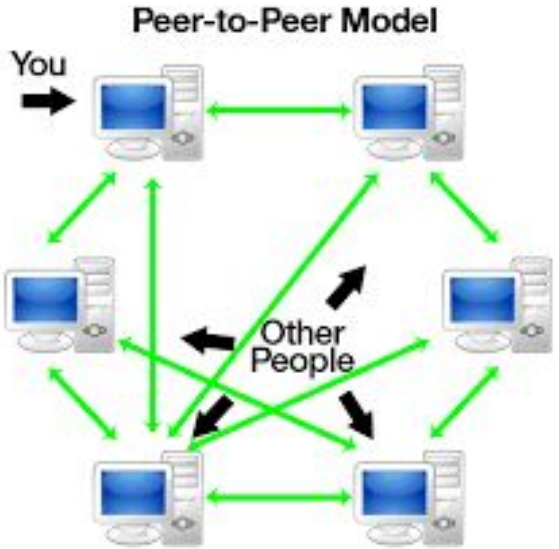
There is a small number of members in the group therefore there will not be a large number of connections.

Pipes and Filters

Founded on the basis that based on the user input the Cube will either rotate either the rows and columns or the entire cube as a whole.

Architecture Diagram





Conclusion

Programming: Pipes and Filter

Risks/Issues: Has a very high level view of the project(what it should do), but does not focus on details(actual keys).

Open Questions: ?

Communication: Peer to Peer

Risks/Issues: Not all changes will be seen to others of the group without messages or comments being there.

Open Questions: ?