Exploring the problem

there are \_\_\_x\_\_\_\_ possible combinations - so the solution needs to .... all…..

“Client wants it to aid with **learning** how to solve the cube, as a result, it will not necessarily give the most efficient solution, but rather a solution that is easy to understand the stages of, and will therefore aid in the learning of how to solve the cube”

Add step by step usage demo/test screenshots

Add to program: if not solved: “it is possible that someone has rotated one of your pieces, therefore the cube cannot be solved without that piece being rotated back”

<https://www.youcandothecube.com/solve-it/3-x-3-solution>

Decomposition of Problem

Client Feedback

Instructions aid learning of how to solve

multiple cubes (storage)

~~maybe 2x2 and 4x4~~

personalised colours

output: picture steps (moving arrows) or 3d animation

input: webcam

TODO:

* general algorithm for solving cube (+ stage algorithms)
* Relationship diagram –loose coupling
* Exceptions??
* Specific algorithms for checks etc.
* Explain spec. terms “cube” “face” “sticker” “block” etc…
* Replace cases with enums/#tables
* Create Test cubes and show outputs
* - hastables in mypublic
* - remove global clicked in Input
* - remove globals top/bottom in Processing
* - testing file read??
* - Split up stickercheck() and CHeckStage()