**Project Name**: **Rubik’s Cube**

Week of: 10/21 – 10/25

Submitted by: Robert Gutierrez

**Brief Summary:**

Our goals for this week were:

1. Use Open GL
2. Connecting GL with C++
3. Construct a cube in Open GL
4. Using other Libraries such as Cinder++

**This week:**

1. Our “wins”

* Gaining some more information about GL
* Gained knowledge about hardware components.
* Started using the Leap SDK in C ++

1. Outstanding issues

* Understanding /implementing Open GL works

**Next week plans:**

Some goals:

1. Determine how we are going to continue with our app/this course.
2. Each individual understanding the functionality of Open GL