

Gizmo Twist

Rubik's Cube timer



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SUBMITTED TO: MS. NIÑA VERONICA FRAGADA

GIZMO TWIST: RUBIK'S CUBE TIMER

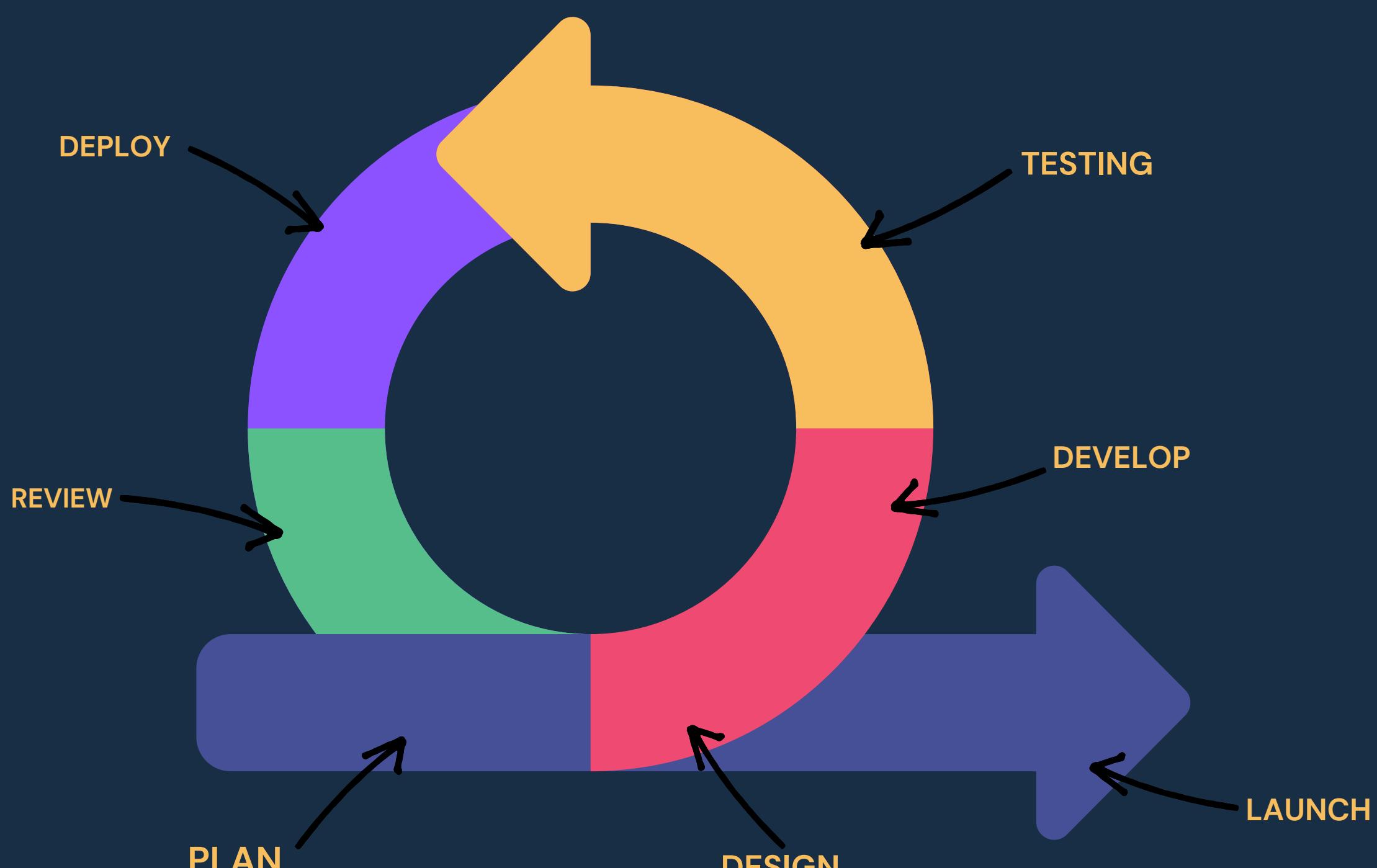
PROJECT DESCRIPTION

The Rubik's Cube is a captivating 3D puzzle. The goal is to align the colors on each side by twisting and turning the cube. Strategies have been developed over time, leading to speedcubing expertise. It's a globally popular puzzle that has captivated enthusiasts of all ages for decades.

Engaging with the Rubik's Cube offers several reasons why addressing various aspects of health is crucial. The Rubik's Cube offers a range of benefits, including mental agility, cognitive growth, improved coordination, and the development of memory skills. The integrated timer allows users to monitor their progress, identify improvement areas, and set personal development goals. By incorporating these aspects, Rubik's Cube application provides a holistic approach to enhancing physical and mental well-being.

The team aims to design and develop a mobile application that would provide users experience of solving the iconic Rubik's Cube puzzle by providing a specialized timer with additional features and functionalities. For the development of the project, tools such as the Ionic framework, SASS, Typescript and Angular.

DEVELOPMENT MODEL



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To determine project objectives and user requirements, the team uses a mobile app development by using an Agile Method life cycle beginning with an introduction and requirement analysis. After that, to came up with an intuitive user interface for the app. Develop the design into a functional mobile application during the development phase. A reliable, bug free application was ensured by thorough testing and debugging.

INITIATION AND REQUIREMENT ANALYSIS

In this phase, the project team defines the goal to develop a mobile application for a Rubik's Cube timer that provides real-time rubik's cube timer through APIs. It is determined that the application requires, among other things, timely, functionality, enhance knowledge and a userfriendly interface.

DESIGNING APPLICATION

The team will evaluate the requirements and determine the necessary software tools for development. They will create a wireframe and mock-up design to visualize the structure and layout of the application. The focus will be on creating a user-friendly and intuitive graphical interface.

DEVELOPMENT

The team will start coding and develop the mobile application based on the design. The application will be designed to meet the project objectives and effectively fulfill the user requirements.

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APP TESTING AND DEBUGGING

The team will carry out thorough testing to make sure the code is clean and applications are free from bugs, after coding has been completed. They shall check that all of the relevant requirements have been met by the application.

LAUNCH

A mobile application that allows users to download and use it will be launched after testing has been successfully completed.

REVIEW/MONITORING

In case of any problems or difficulties that may occur, the team will be constantly monitoring the mobile application. They'll be working to resolve any problems identified and continuously improve the application, based on feedback.

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SYSTEM ARCHITECTURE

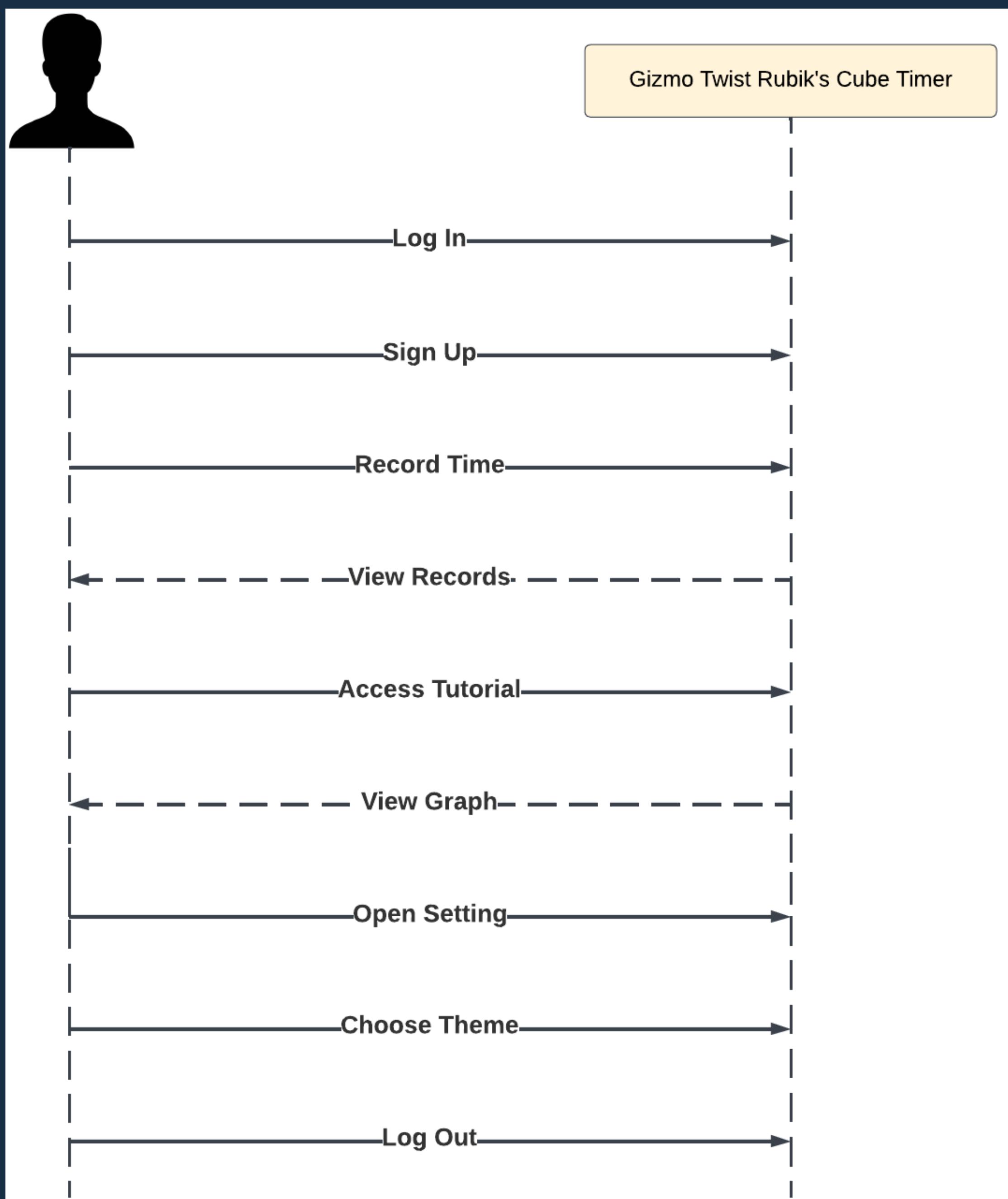


FIGURE 1: SEQUENCE DIAGRAM

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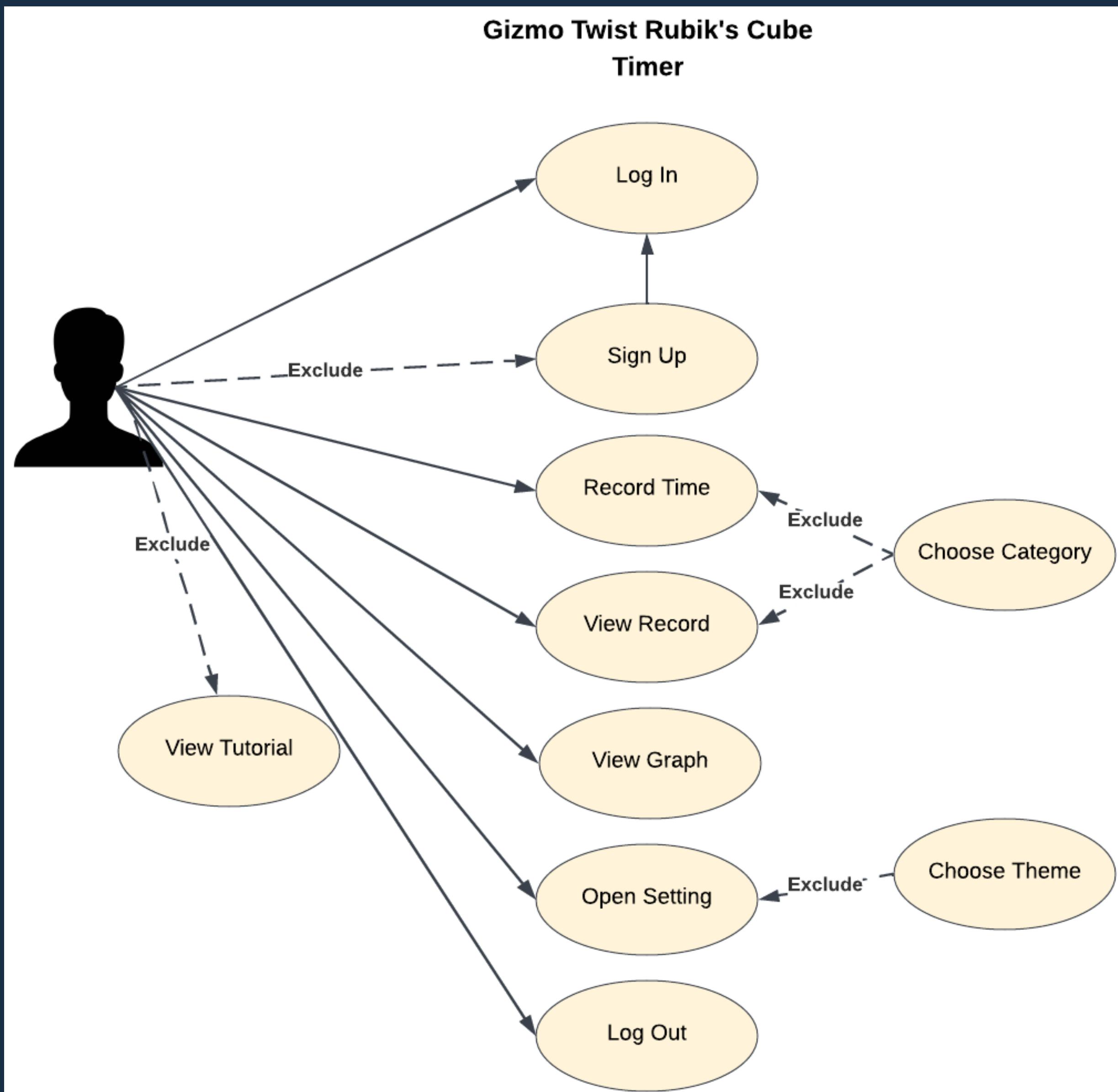


FIGURE 2: USE CASE DIAGRAM

The diagrams presented above illustrate the users' interaction within the application. The team demonstrates that users have the capability to record their time in order to monitor their progress, identify areas for improvement through graphs, and set personal development goals. By incorporating these elements, the Gizmo Twist Rubik's Cube Timer application provides a holistic approach to enhancing physical and mental well-being.

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GITHUB REPOSITORY

Link to Repository: <https://github.com/justmyr92/gizmotwist>

This screenshot shows the GitHub repository page for 'gizmotwist' owned by user 'justmyr92'. The repository is public and contains 1 branch and 0 tags. The master branch has 13 commits from 'justmyr92' made 1 hour ago, with the commit message 'System completed'. Other commits are listed for files like .vscode, src, .browserslistrc, .editorconfig, .eslintrc.json, .gitignore, README.md, angular.json, and capacitor.config.ts, all made last week. The repository has 0 forks and 0 stars. The 'About' section indicates no description, website, or topics provided. It includes links to Readme, Activity, and a star button. The 'Releases' section shows no releases published and a link to 'Create a new release'. The 'Packages' section shows no packages published and a link to 'Publish your first package'.

This screenshot shows the GitHub repository page for 'gizmotwist' owned by user 'justmyr92'. The repository contains 13 commits from 'justmyr92' and 'ericajane16' made over the last week. The commits are for files like angular.json, capacitor.config.ts, ionic.config.json, karma.conf.js, package-lock.json, package.json, tsconfig.app.json, tsconfig.json, and tsconfig.spec.json. The repository has 0 forks and 0 stars. The 'About' section indicates no description, website, or topics provided. It includes links to Readme, Activity, and a star button. The 'Releases' section shows no releases published and a link to 'Create a new release'. The 'Packages' section shows no packages published and a link to 'Publish your first package'. The 'Contributors' section lists 'justmyr92' and 'ericajane16'. The 'Languages' section shows TypeScript (64.4%), SCSS (19.8%), HTML (14.3%), and JavaScript (1.5%) as the primary languages used. The 'Suggested Workflows' section based on the tech stack includes an 'Actions Importer' button to automatically convert CI/CD files to YAML for GitHub Actions.

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GITHUB REPOSITORY

Link to Repository: <https://github.com/justmyr92/gizmotwist>

The screenshot shows the GitHub repository page for 'Gizmo Twist Rubik's Cube Timer'. The README.md file is open, displaying the project title and a detailed project description. The description highlights the Rubik's Cube as a 3D puzzle that aligns colors on each side through twisting and turning. It emphasizes the cube's global popularity and its benefits for mental agility, cognitive growth, coordination, and memory skills. The integrated timer allows users to monitor progress, identify improvement areas, and set personal development goals. The team aims to design a mobile application that provides a specialized timer with additional features. The development tools used include Ionic framework, SASS, Typescript, and Angular.

Suggested Workflows
Based on your tech stack

- Actions Importer**: Set up. Automatically convert CI/CD files to YAML for GitHub Actions.
- Gulp**: Configure. Build a NodeJS project with npm and gulp.
- Deno**: Configure. Test your Deno project.

[More workflows](#) [Dismiss suggestions](#)

The screenshot shows the GitHub repository page for 'Sustainable Development Goal 3 (SDG 3)'. The README.md file is open, displaying the project title and a detailed description of how the Rubik's cube contributes to SDG 3. The description states that the cube promotes healthy lives and well-being by addressing various aspects of health through mental stimulation, cognitive development, hand-eye coordination, muscle memory, and photographic memory. The timer application allows users to track progress and analyze strategies for personal growth and development. By integrating these elements, the application fosters physical and mental well-being.



3 GOOD HEALTH AND WELL-BEING



To ensure healthy lives and promote well-being for all at all ages

Deno: Configure. Test your Deno project.

[More workflows](#) [Dismiss suggestions](#)

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GITHUB REPOSITORY

Link to Repository: <https://github.com/justmyr92/gizmotwist>

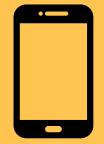
The screenshot shows the GitHub README.md page for the project. At the top left, there's a green banner with a white icon and the text 'ELYX/2K'. To its right is a large green button with a white 'L' shape on it. Above the button, the text 'for all at all ages' is written in a small, handwritten-style font. Below the button is the UN Sustainable Development Goals logo. The main content area has two sections: 'Technology Stacks' and 'Team'. The 'Technology Stacks' section lists: HTML, SCSS / CSS, JavaScript / TypeScript, Ionic Framework, and Visual Studio Code. The 'Team' section lists: Justmyr Gutierrez, Crystal Kaye Ambrocio, and Erica Jane De Guzman.

- HTML
- SCSS / CSS
- JavaScript / TypeScript
- Ionic Framework
- Visual Studio Code

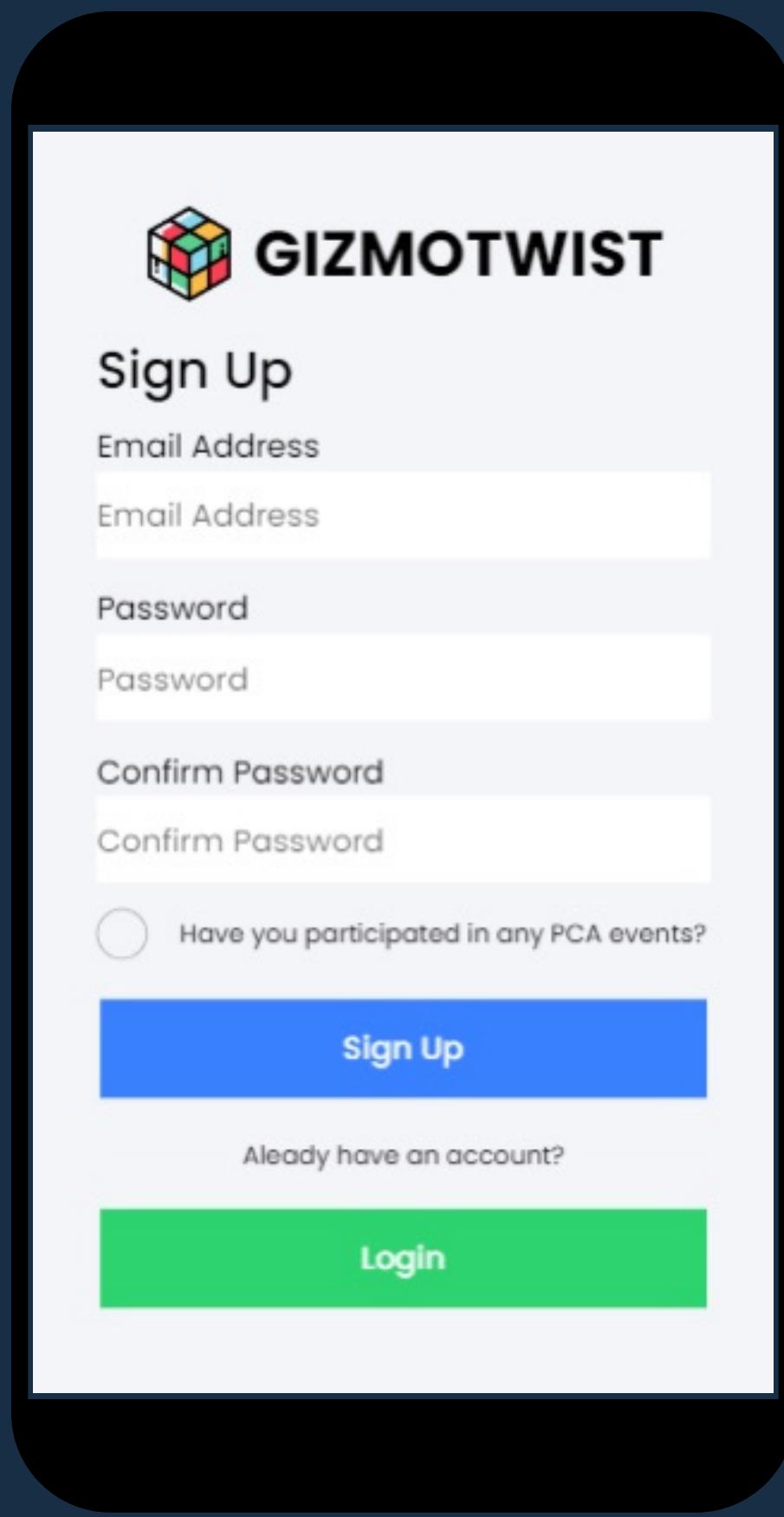
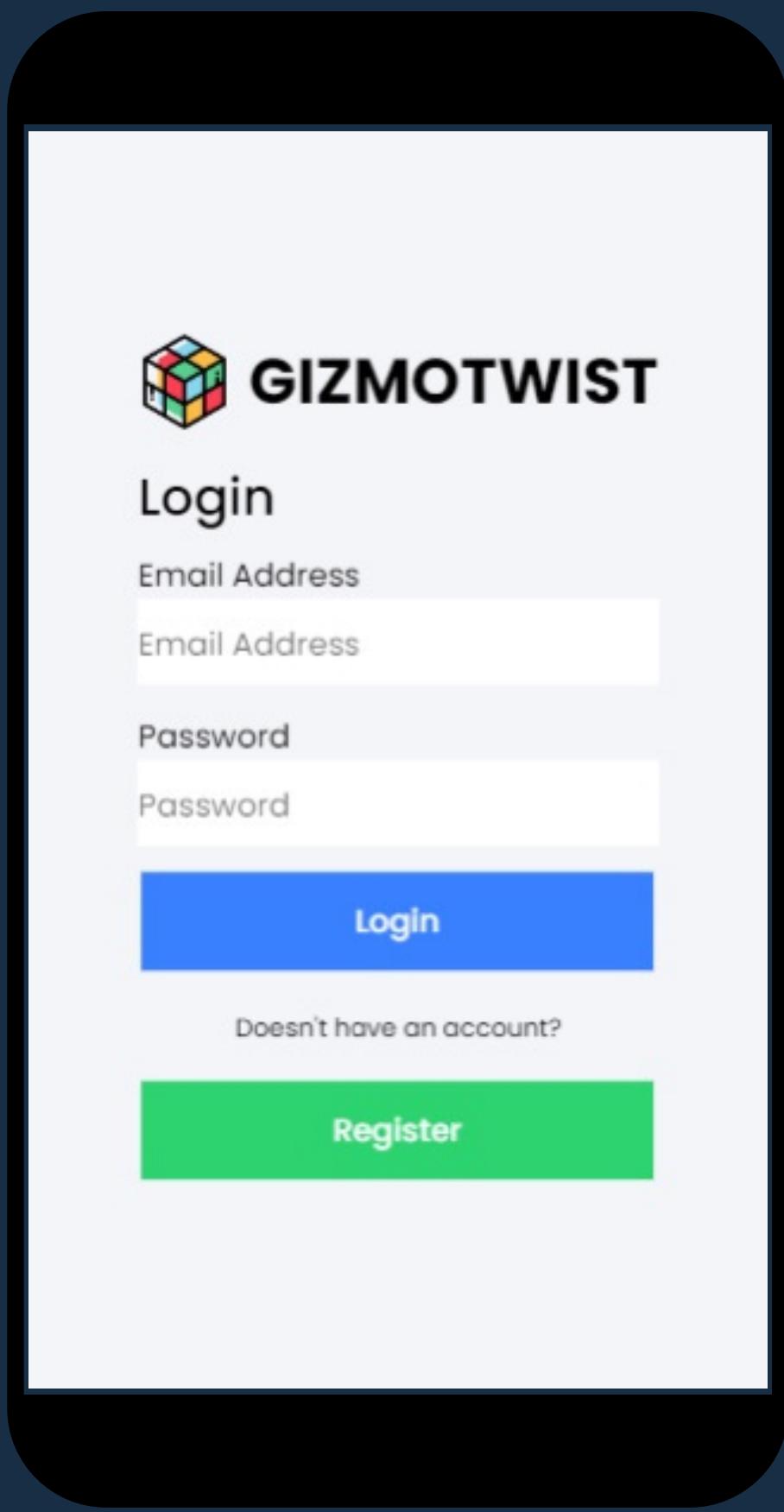
Team

- Justmyr Gutierrez
- Crystal Kaye Ambrocio
- Erica Jane De Guzman

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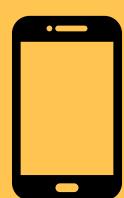
APPLICATION SCREENSHOTS

The records screen displays a list of solve times and moves for a 3x3x3 Rubik's Cube. Each entry includes the time, move sequence, and date. The entries are:

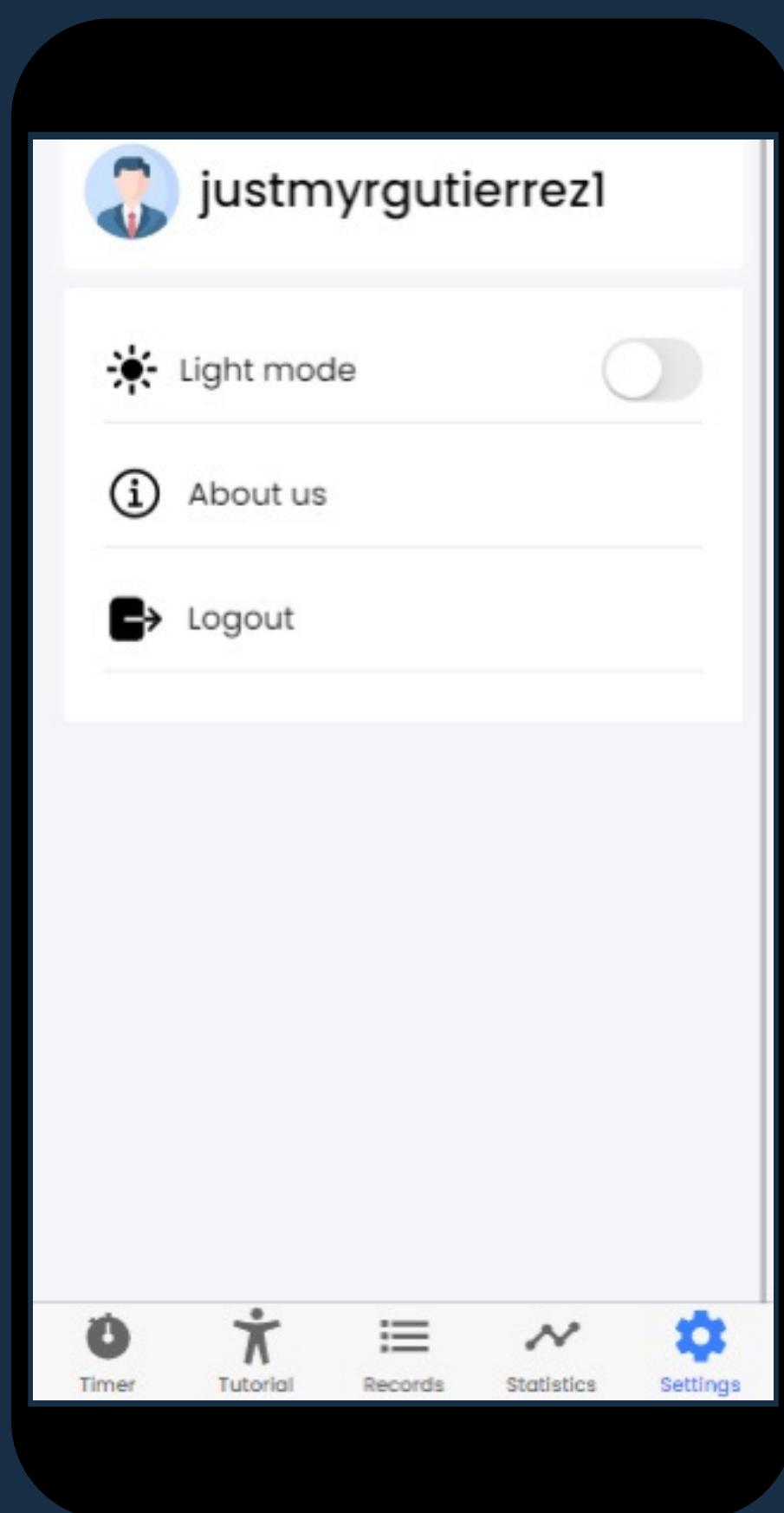
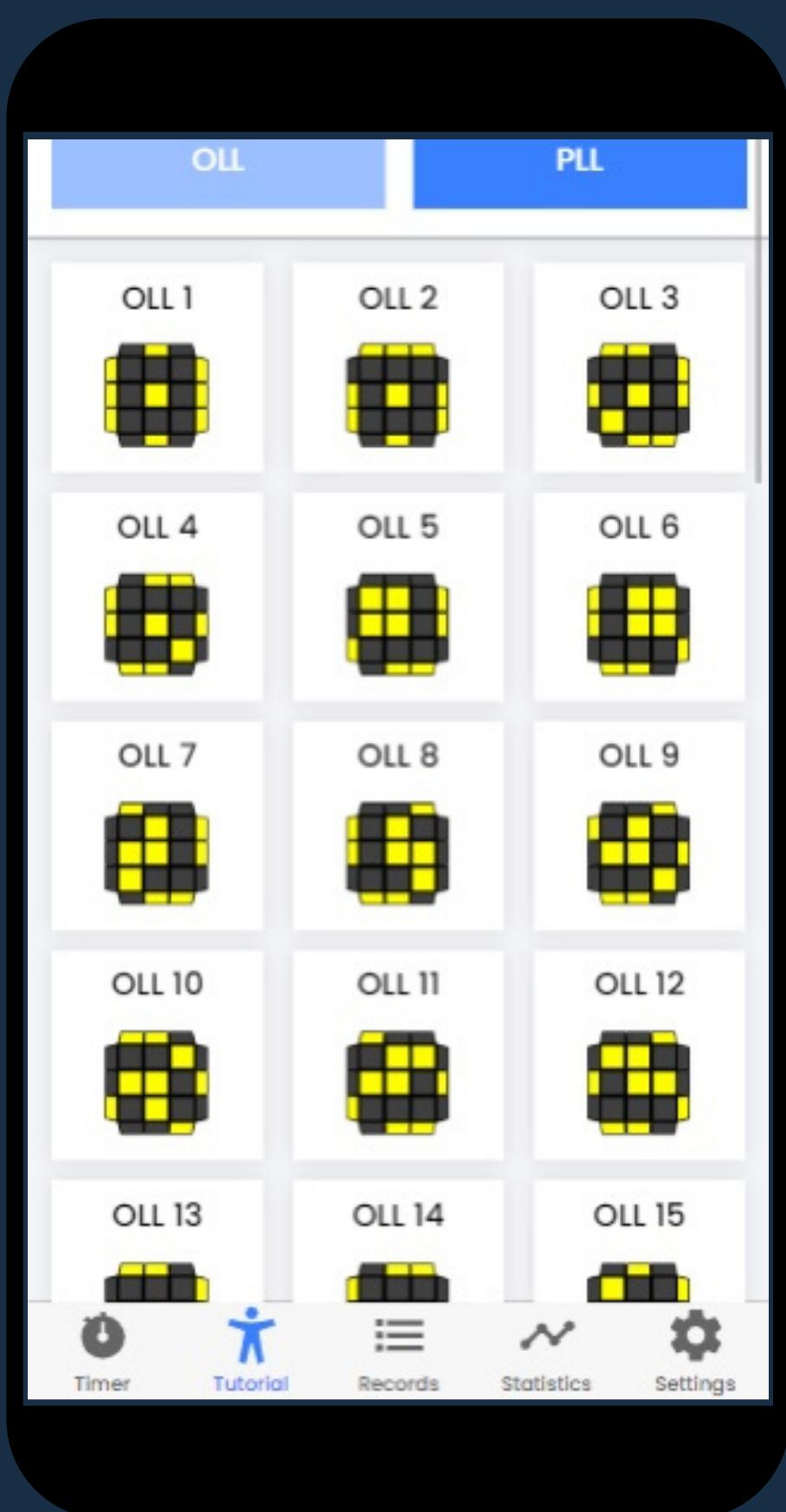
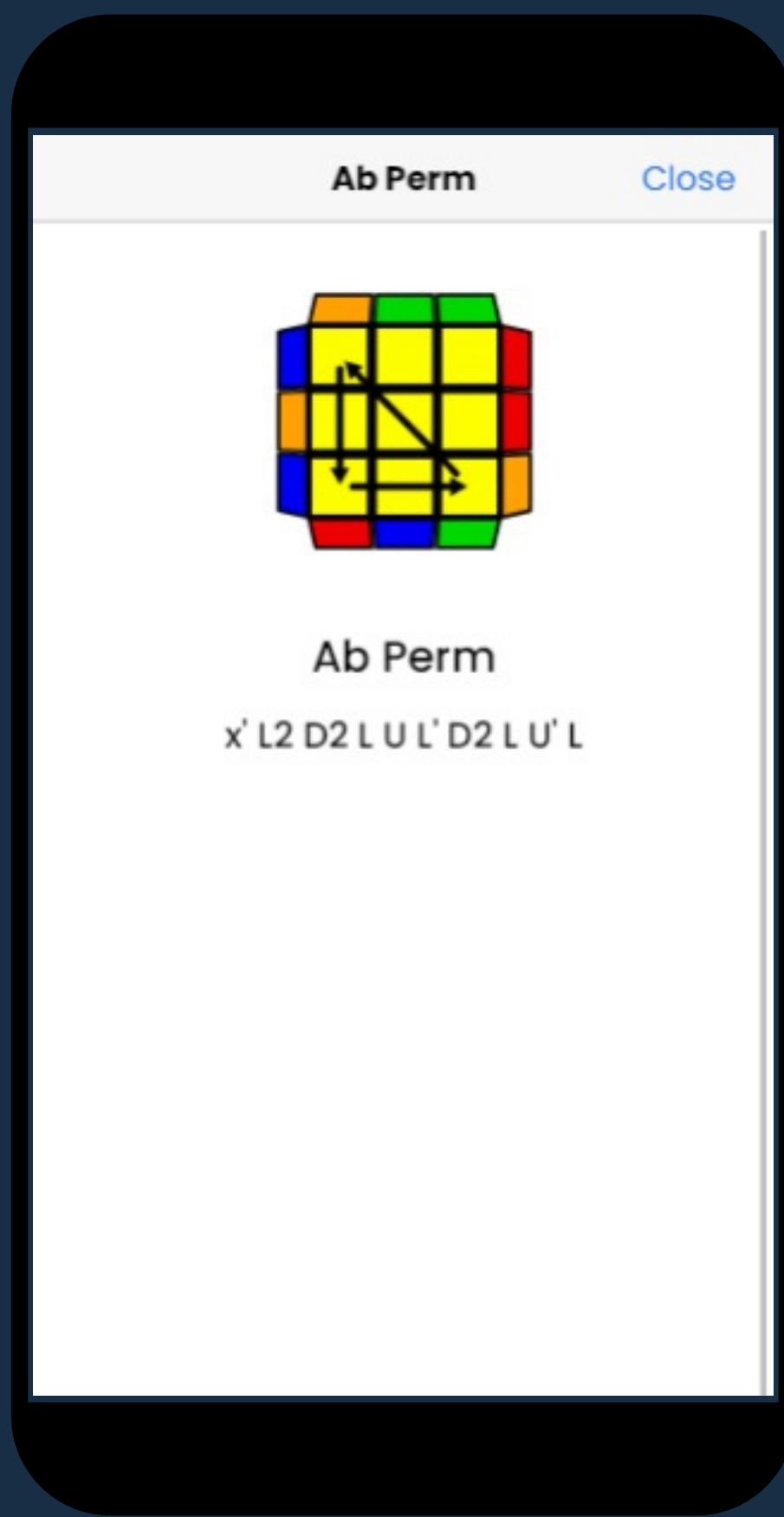
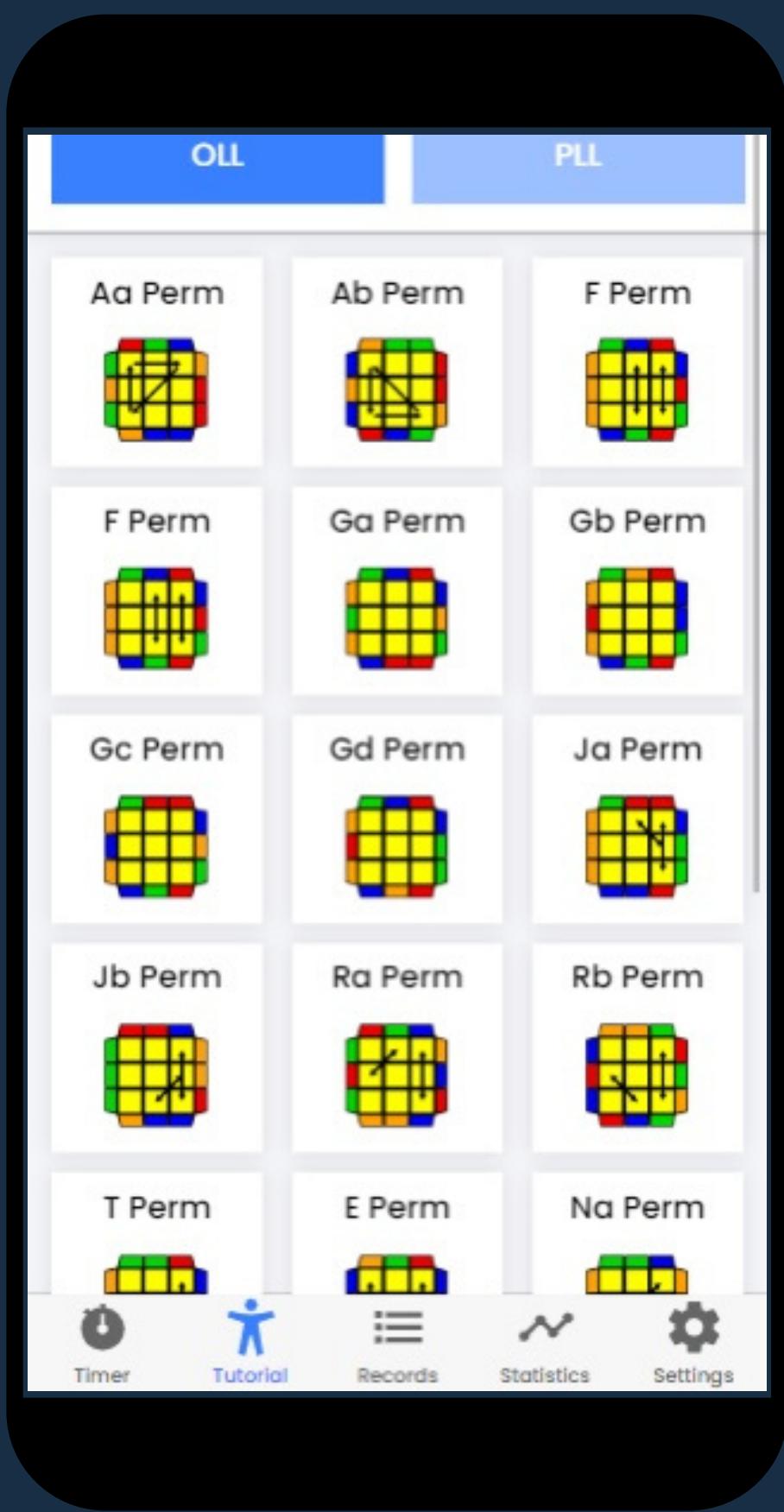
Time	Move Sequence	Date
10.00	R U R' U'	Jul 10, 2023 12:13 PM
15.00	R U R' U'	Jul 11, 2023 12:13 PM
20.00	R U R' U'	Jul 12, 2023 12:13 PM
2.98	B2 U' L' U2 B2 R' D2 B' L' R' F' B' F' D2 B' R2 D' U' B' R2	Jul 16, 2023 10:05 AM
2.43	F' R' U' L' R2 U2 F2 B2 L' R2 L' F' D2 B2 R2 F' B' D' R'	Jul 16, 2023 10:05 AM
5.15	U' L2 B' U2 L' B2 U2 R2 U2 F2 L2 U2 R' L2 B2 F2 L2 R'	Jul 16, 2023 10:06 AM
0.72	U' F2 F2 U' F' D2 R2 L2 F2 B' R2 F' U2 F' L2 B2 D' R' B' U'	Jul 16, 2023 10:06 AM

At the bottom are navigation icons for Timer, Tutorial, Records (highlighted in blue), Statistics, and Settings.

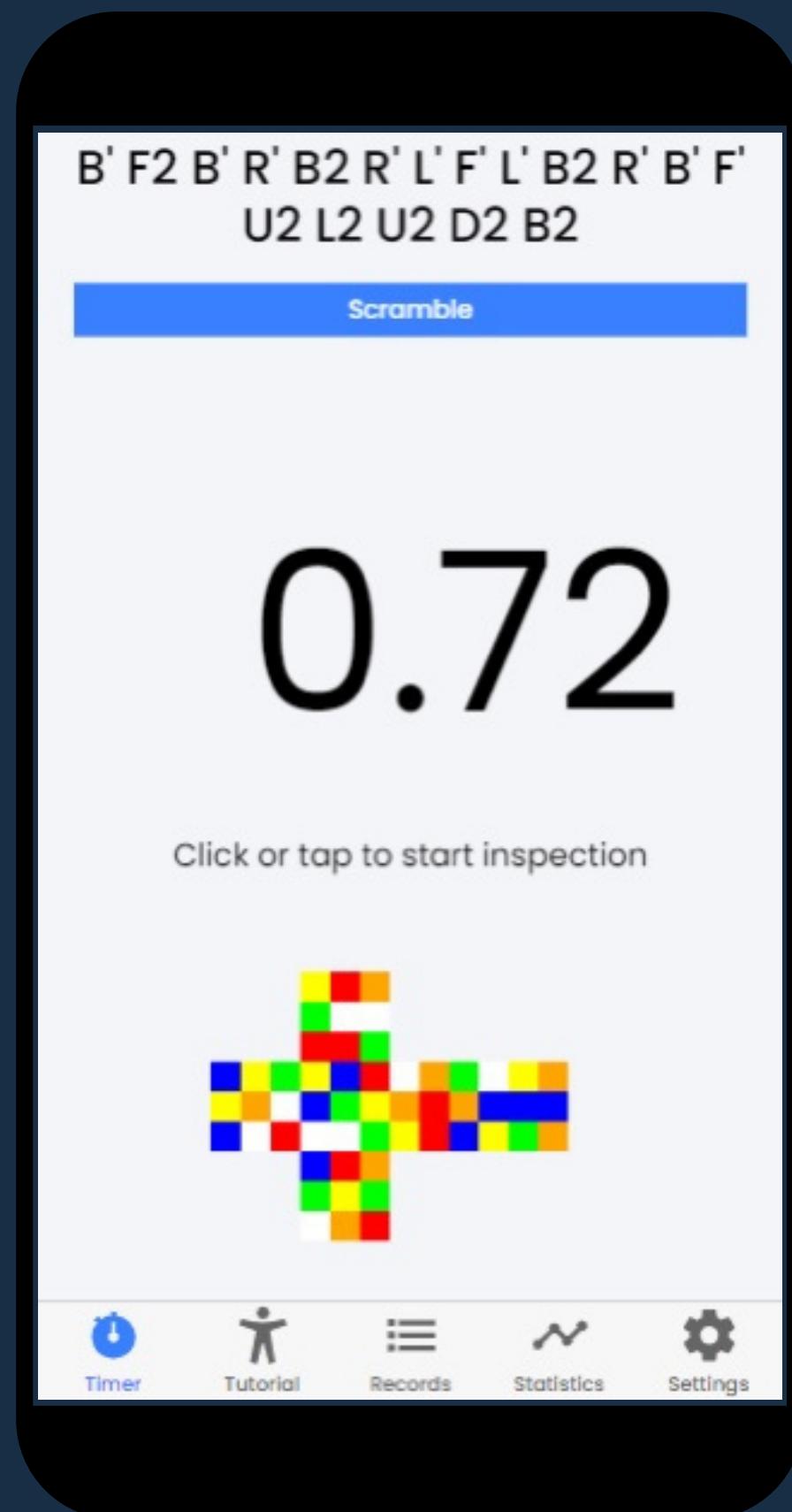
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APPLICATION SCREENSHOTS



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TEAM MEMBERS



AMBROCIO, CRYSTAL KAYE L.
Designer/Documentation



DE GUZMAN, ERICA JANE F.
Designer/Documentation



GUTIERREZ, JUSTMYR D.
Programmer