Project Plan

Student Info

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- **Program**: Software Development I
- **Class**: SD1 Thursday

Project Plan Scope

- **Project Objective**: A puzzle cube game inspired by the Rubik's Cube. The user will be able to twist and reorient a cube with six different color faces and attempt to solve it.
- **Statement of Work**: A BaseCube class will be made that has properties for each face of the cube and methods for the cube to be rotated. There will be a method for displaying the cube in the console. A TwistableCube class that inherits from the BaseCube class will be made that allows sections of the cube to be rotated. The user will be able to play with a 2x2x2 cube, a 3x3x3 cube, and maybe larger cubes.

Project Features

- **Feature 1**: The project will implement a "master loop" where the user can input commands
- **Feature 2**: The project will create an additional class that inherits properties from its parent
- **Feature 3**: The project will create a list, populate it with values, and retrieve values from the list
- **Feature 4**: The project will have 3 or more unit tests
- **Feature 5**: (Wish List Feature) The project will be able to save data to an external file and read data from a previously saved file

Document Links

- https://github.com/htaust01/puzzle-cube