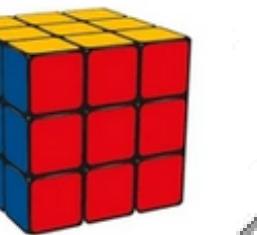


cleanCube

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INTRODUCTION

1 DAY X 1 CUBE

- Enthusiasts of all levels.
- Tools, Guides, Videos, 3D Sim
- AI-Specific Solutions
- Cube-state recognition
- Shop



TARGET AUDIENCE

- BEGINNERS WHO WANT TO LEARN HOW TO SOLVE A RUBIK'S CUBE.

- ADVANCED SOLVERS AIMING TO IMPROVE ALGORITHMS AND ACHIEVE FASTER SOLVE TIMES.

PROBLEMS

No adaptive interactive guides

Lack of on-demand feedback

A giant leap from beginner to advanced

FEATURES & FUNCTIONALITY

Core Functionalities

1. Embedded iframe of a 3D cube
2. Step-by-step instructions for solving the cube.
3. Specific algorithms for each stage with detailed explanations.

External API Integration

- AI Prompting- adaptive algorithms for all skill levels.
- Image Processing- high-quality response to the OpenAI API.

DEVELOPMENT WORKFLOW

- Concept proofing
- Layout Phase
 1. Create Wireframes for desktop and mobile layouts.
 2. Create Dynamic elements.
- Logic Phase
 1. Build the HTML, CSS, and JavaScript structure.
 2. Build a Node server and deploy it in Render.
 3. Build an Image Processing Layer in Python.
 4. Build an API requests\response module for OpenAi.

DEVELOPMENT WORKFLOW

- Testing Phase

1. Cross-Screen Responsiveness
2. Repeatability

- Hosting

1. Server- Render.
2. Deploy- Netlify.

- Tools

1. Code Editor: VS Code, pyChram.
2. Version Control: Git/GitHub for code management.
3. Testing: DevTools for responsive & functionality testing.

CHALLENGES

1. **Imagery Handling:**
 - Color accuracy.
 - Lack of Authorization to capture 3rd party's
2. **Seamless Integration:**
 - Combination- Image processing, AI, Server
 - Lack of control over the model into a unified platform.

CHALLENGES

Canva

3. AI Calibrating:

Fine-tuning AI models to generate high-quality algorithms for different levels of expertise.

4. Local Storage:

Dumped efforts of JSON transport, but implemented locally.

CONCLUSIONS

1. Server-side skills are crucial for working with any AI / Algo-related apps
2. AI Data must be validated- prompts must be clear & concise
3. Teamwork & Deadlines must be planned in advance, each member should participate in both front & back aspects.

Qs?

Thank You