Project Title

RUBBYLEXION

Year Accomplished

May 2023 - June 2023

Role/position

Fron end dev

Publication/Github Link

Gdrive-link

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Project Description

RUBBYLEXION is an augmented reality-based application designed to bring a fresh and engaging experience to the world of Rubik's Cube. The app allows users to scan a graphed Rubik's Cube and view a 3D model of the characters associated with each side of the cube in augmented reality. The project itself involved 4 people during the development process starting from making the front face design (UI/UX) of the application and followed by the technical application development process. The whole application was made by Unity supported by the C# language while the website was made using WIX website builder.