Computer Graphics Final Report
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Github URL
https://github.com/jshapiro314/cubeSolver

Development Environment
Mac OS X, Tizen IDE 2.4_Rev6

How To Run
Attempted to build release version of project into TPK, but ran into problems. Inside github are debug TPKs. To run, simply import the Tizen_Template_HW3 project into Tizen IDE, then press blue play button to push application to phone (as described to us during Tizen tutorial).

Content
Originally I wanted to make a program that would solve a Rubik's Cube. Unfortunately due to time constraints I had to cut back on my idea and simply make a proof of concept. So my final project is a cube simulator that displays a Rubik's Cube and rotates the sides on it. If you tap the screen, the cube will start rotating. If you press and hold on the screen, the cube will freeze in the current position allowing for closer examination of the rotating sides.This acts as a proof of concept because I have created a cube and have been able to programmatically rotate sides. The only parts that are missing from a cube solver is the solving algorithm and a way to input the initial state. As neither of these parts is related to computer graphics, I decided to cut them out of my final project.