

RubiX

A simple Rubik's cube game



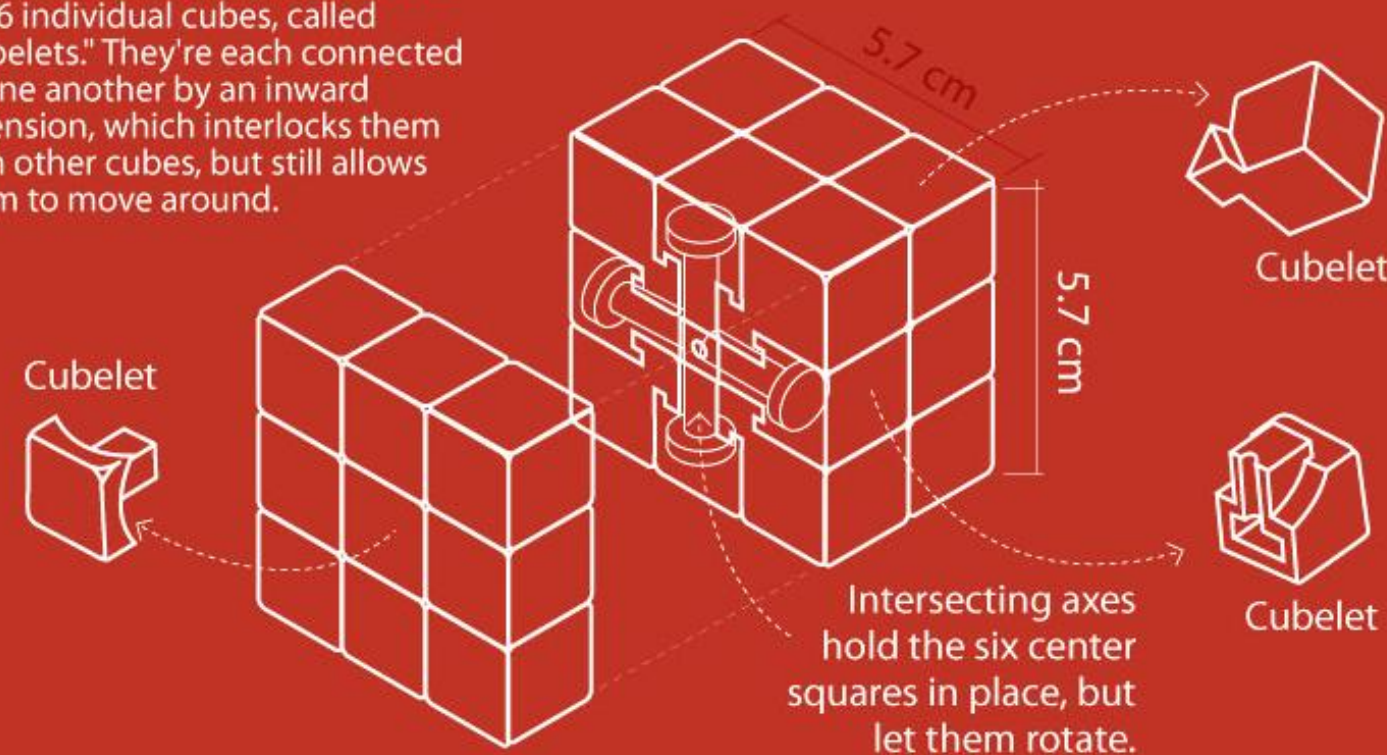
Skills Required

- HTML5
- CSS3 – beautify !!
- WebGL – For developing the Rubik's shape and geometry
- YUI Library – Yahoo User Interface library for recognizing touch and other input gestures.
- JavaScript



The Spacial Logical Toy

Each Rubik's Cube puzzle consists of 26 individual cubes, called "cubelets." They're each connected to one another by an inward extension, which interlocks them with other cubes, but still allows them to move around.



Unique Features

- Recognizes touch gestures.
- Simple UI.
- Comes with Undo and Redo facilities to back-track your steps.
- 3D rotation of cube.
- Auto-Solver – In case you are stuck you can retrace all your steps in a single click.
- More or less this app is more about learning to solve rather than trying to solve.

Problems

- Compatibility issues – Some functionalities work in browser but have problems in simulator.
- Resolution problems.
- WebGL based problems – Being new to this library took much time to get familiarize with it.
- Optimization of code (Browser can support graphical applications only till a point.)

Credits

Thanks to Akshet for guiding me at the last moment by telling to implement a primitive keyboard based version for simulator .