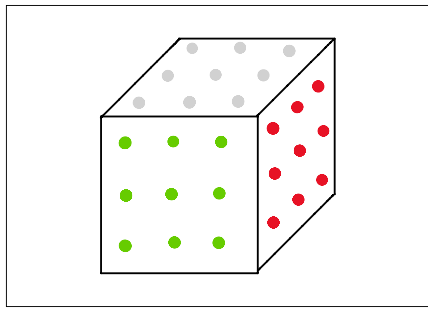



# GUI layout

Donnerstag, 27. Februar 2020 18:45




### saved puzzles




Skewb  
saved algorithms: 3

↑



3x3 Rubik's Cube  
saved algorithms: 9

↑



Gears Mixup  
saved algorithms: 4

↑

+ add puzzle

upload image

puzzle name ×

Add Point

delete this point

☐ x:  y:  z:

color:

save point

Add move

delete this move

+ add cycle

☐ show cycles

☐ show point indices

save move

Skewb ×

solving strategy

swap two pairs of corners 

↑

rotate three corners to the right 

↑


rotate three corners to the left 

↑

+ add algorithm

← previous strategy

next strategy →



solving strategy ×

1)

+ add a step

show algorithms →

maybe allow multiple solving strategies?  $\Rightarrow$  name solving strategy

numbers:  
anchor: 'n'  
pady=5-10px

„save strategy“ if it does not exist yet.  
else: „save changes“

If Point[] already exists  
 $\rightarrow$  change text from „Add“ to „Edit“

add the option of different coordinate systems:  
euclidean ☐ r, y, z  
cylindrical ☐ r, y, h  
spherical ☐ r, y,  $\varphi$

Animation required

notation:

2.  $\{ \begin{matrix} RTRT \\ \text{or} \\ (RTRT)^n \end{matrix} \}$  repeat 3x

both should be allowed as entry methods

red outline of Entry if error detected  
 $\rightarrow$  „parentices don't match“  
 $\rightarrow$  „invalid move“  
error message directly below Entry

$\Rightarrow$  one frame for each step

default repeat value: 1  
default algorithm saving: "" (empty)

drop-down menu to load an existing algorithm into the entry field.

live animation while typing in the moves  
 $\rightarrow$  use queue(fifo)

before saving: check if another algorithm with the exact same moves already exists  
 $\rightarrow$  warning

new algorithm ×

Description

↑  repeat  x

+ add a step

(+ allocate strategy)

Animation required

show algorithm ×

Description

☐ auto play

← previous move

repeat move

next move →

Enter current puzzle state

Edit Point  previous next

color:

← previous algorithm

next algorithm →

Animation required