

Journal 0

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1 Introduction

Many Rubik's cubers want to review their solves and find areas for improvement, but recording moves manually takes a long time and is prone to mistakes. Computer vision and a high quality camera can be used to record different movements of objects. Our project is to create a program that can record turns of the cube while it is being solved to help them notice faster ways to solve the cube.

2 Obstacles

Some obstacles that I may face are that I am not very familiar with computer vision and cameras.

3 Materials

For our project we need a high quality camera and a computer with enough memory that can read and process all the data live.

4 First Mark of Progress

My first task for this project is to write code that is able to identify colors on the cube given the exact location of the cube. Then I will create a data structure to organize the state of the cube in the program.