**Project : Rubik’s cube trainer**

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Description:

This program is designed to teach the user the common algrorithms or sequence of moves that can solve a 3x3x3 rubik’s cube(layer by layer method). It has two modes, in the **training mode** the user gets to learn the notation’s of varous layer moves . Then the algorithms will be demonstrated and user will move the cube as instructed. There are 18 possible layer moves at any stage and each move will have a corresponding key.That means any layer can be moved at any stage with those keys. If the user follows the instruction properly , the cube will be solved.

In the **practice mode** , the user can practice to become a efficient and fast cube solver. A cube will be showed in a certain condition and user has to solve it within the given time. He or she will receive points for solving properly.

**Other features:**

1. User can rotate the whole cube along x or y axis to see all sides of the cube.
2. Game can be saved and continued later.
3. After scoring a high score, users can save their names.