Gamescrafters Spring 2020 Writeup

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Design Team

This semester we had planned on accomplishing two main tasks. The first task was that we wanted to finish our implementation of the GUI for the 5X7 Connect 4 board. We did not end up getting to this one, as most of our time ended up being taken up by our other goals, and another frontend team decided to work on Connect 4 anyways. Our second task, that we ended up spending all of our time on was the Design team. We started a new "design team" whose purpose is to make and improve the logos for the website, designing a coherent scheme to span across all of the frontend applications, and adding more creative images to represent each game. We had also been tasked with creating a new poster for CalDay, before the whole thing went online and it became unnecessary. The first thing we did was design a Cal Day T-Shirt. We came up with a few designs and then let the class decide which one they liked better for the CalDay t-shirt design. During this process, we also came up with a new logo for the GamesCrafters organization. Next, we made the SVG board thumbnails for several games in the GamesCrafters Database: Tic Tac Toe, Shift Tac Toe, 3D tic tac toe, fox & geese, othello, and mancala. We made thumbnails for several of the games that have been implemented in the GUI. For those games, we used an interesting board position, instead of just the basic starting position, in order to spice

things up. A third thing we worked on this semester was the documentation for all the gamescrafters stuff. Shein brought up the fact that a lot of the seniors this year have done a lot for the group, but there isn't really all that much to explain what they've done for younger and newer gamescrafters members. So we worked with Shein on his plan to write documentation for all of our portions of the gamescrafters group, and even some that we didn't directly work on but understood enough to document it adequately.

Here are some examples of the designs we came up with this semester: