Front-End Design Team's Semester Writeup - Sophie Yoo

This semester in GamesCrafters, the FE Design Team's initial goals were to:

1. Finish implementing the GUI for the 5x7 Connect 4
2. Design t-shirts and posters for Calday
3. Updating and creating coherent logos for the website
4. Creating images to represent each game

However, due to the Covid-19 situation and as the semester proceeded, our goals changed to:

1. Updating and creating coherent logos for the website
2. Creating images to represent each game
3. Coming up with ideas to improve the UX/UI portion of the Gamesman Uni website
4. Active participation in CalWeek 2020

In conclusion, our team accomplished 90% of our goals this semester currently (we are soon to be all finished, which would mean achieving 100% of our goals). I will break down our processes for each goal below and attach screenshots of our work for further explanation.

Goal #1: Updating and creating coherent logos for the website

Contributor(s): Sophie, Hayden, Jordan

Summary: There were many interesting ideas our team thought of implementing that ranged from the references about "winning tree and losing tree" to the harry potter's wizard chess scene. However we settled on taking inspiration from the retro Cal logo and putting a GamesCrafter's spin on it by utilizing oxi, the GamesCrafter's mascot.

Figure 1: the retro cal logo that served as our inspiration

Figure 2: one of the first logo sketches

Figure 3: another version of the logo with the chess piece instead of the football oski is holding in figure 1	*Figure 4: the final version of the logo with the cal theme background on the Gamesman Uni website*

Goal #2: Creating images to represent each game
Contributor(s): Sophie, Hayden
Summary: Our goal was to create thumbnails for each game so the users could get a sense of what the game was about without clicking on each game before officially selecting which one to play. This portion is why our completion was mentioned to be 90%. There are some thumbnails not created but it is projected to be finished within one or two days.

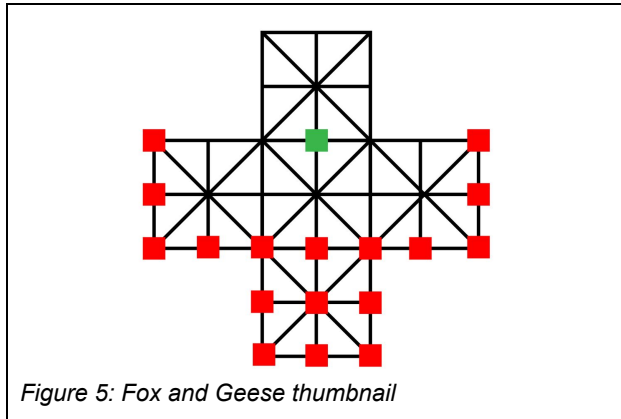These are some of the thumbnails already created.
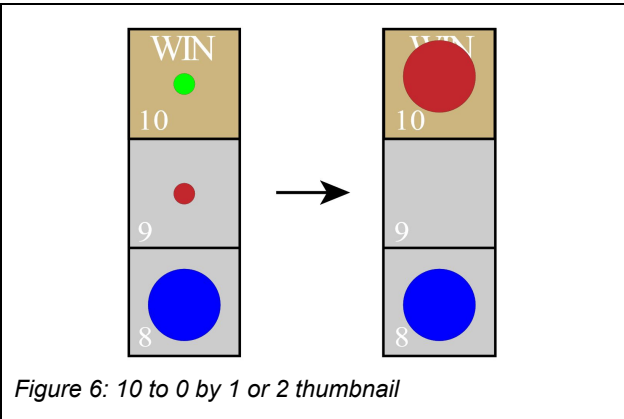

Figure 5: Fox and Geese thumbnail

Figure 6: 10 to 0 by 1 or 2 thumbnail

Goal #3: Coming up with ideas to improve the UX portion of the Gamesman Uni website
Contributor(s): Sophie
Summary: I've been interested in UX for some time, and I had the chance to experience what a UX/UI designer does by helping Shein come up with different ideas to implement the visual value history from a user-friendly standpoint for large games such as Three Six Nine Mens Morris. This was prepared before the virtual CalWeek 2020.
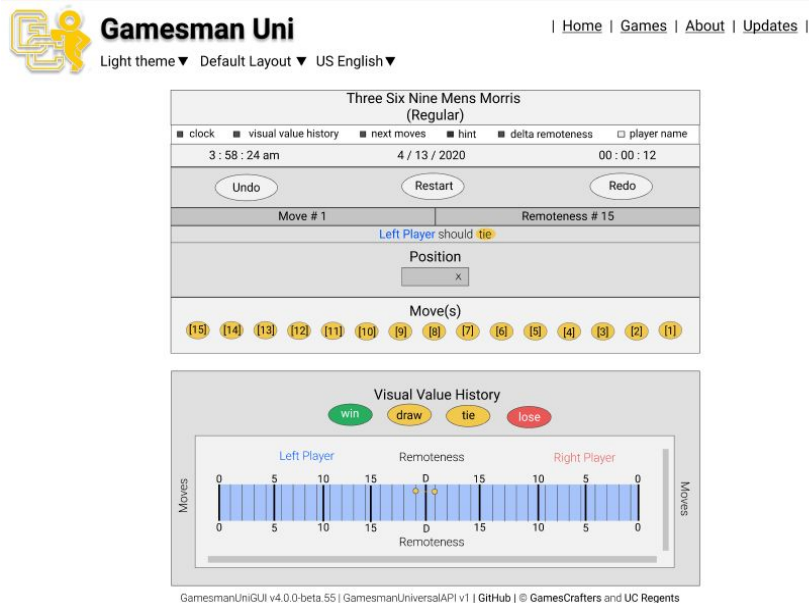

Figure 7: Visual Value History Best Case

The "best case" was when the remoteness wasn't too large. In that instance, the visual value history is spread out normally with the different colored dots marking whether each player took the win, draw, tie, or lose for each move.
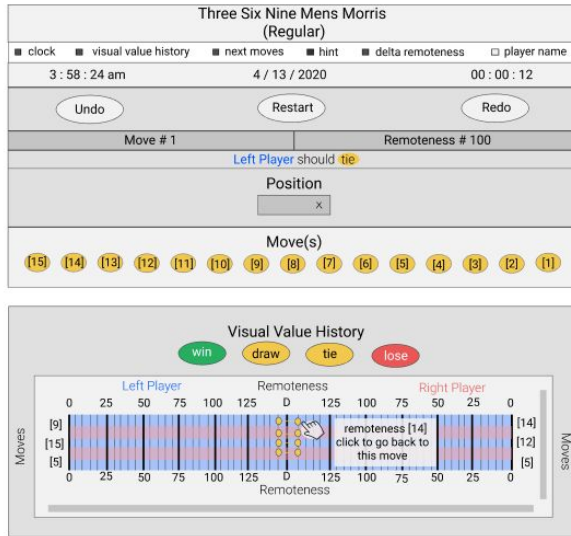
Figure 8: Visual Value History Worst Case

The "worst case" was when the remoteness was too large.
The problem with this case originally was that as the remoteness increased, the visual value history kept growing horizontally and it was hard to view the whole visual value history of the game without scrolling the whole page since it didn't all fit into the same screen.

To attempt to find solutions to this problem, I provided a sketched version with dynamic spacing and a clickable feature. The dynamic spacing of the the remoteness will help fit all the visual value history portion into the screen without having to scroll the whole page. The clickable feature was suggested so the player could hover over the dot to see the remoteness at that position and click to revisit that move. Although the remoteness and the placement of the scroll bars needs adjustment, the core feature ideas remain the same.

Goal #4: Active participation in CalWeek 2020
Contributor(s): Sophie, Hayden
Summary:
Due to the Covid-19, the long anticipated CalDay was cancelled. However, thanks to the virtual CalWeek that was orchestrated, GamesCrafters was able to reach prospective Cal students who were interested in game theory and more!

Acknowledging the importance of CalWeek, our team set our last goal as having active participation in preparation and execution of the event. Our team had the wonderful opportunity to make a CalWeek introduction video explaining various topics ranging from a brief introduction of the front-end team's function to different UX/UI implementations of the Gamesman Uni website. Personally, it was also a great experience to participate in the actual CalWeek zoom call where I was able to not only introduce what our team does but also interact with future students.