

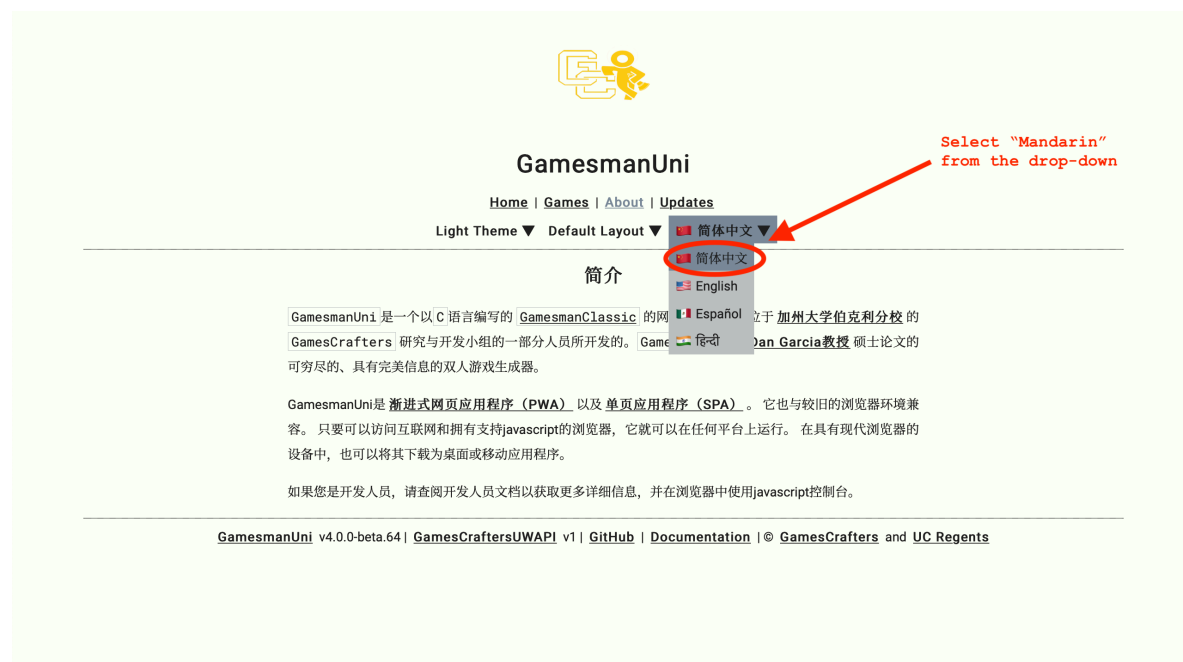
Yukai's spring 2020 semester writeup

Goal:

- Learn front end skill, understand the current structure of GamesmanUni
- Add Chinese translation to the ABOUT page on GamesmanUni and to all games currently available on the website.

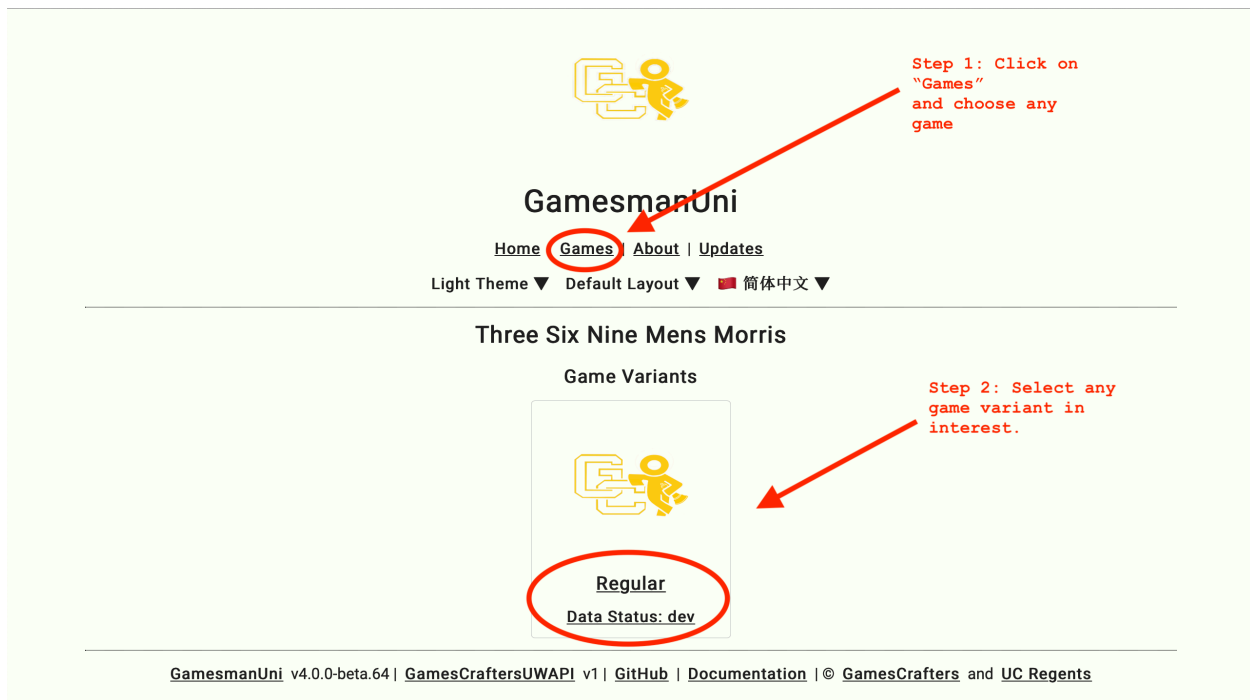
The first objective is mainly done through reading and commenting Shein's work on the README and Front End Documentation. The second objective is finished and all text is translated from the original GamesCrafters website, with some adjustments specific to Mandarin and Chinese culture. You can also view the translations here.

Here is some snippets of the work:

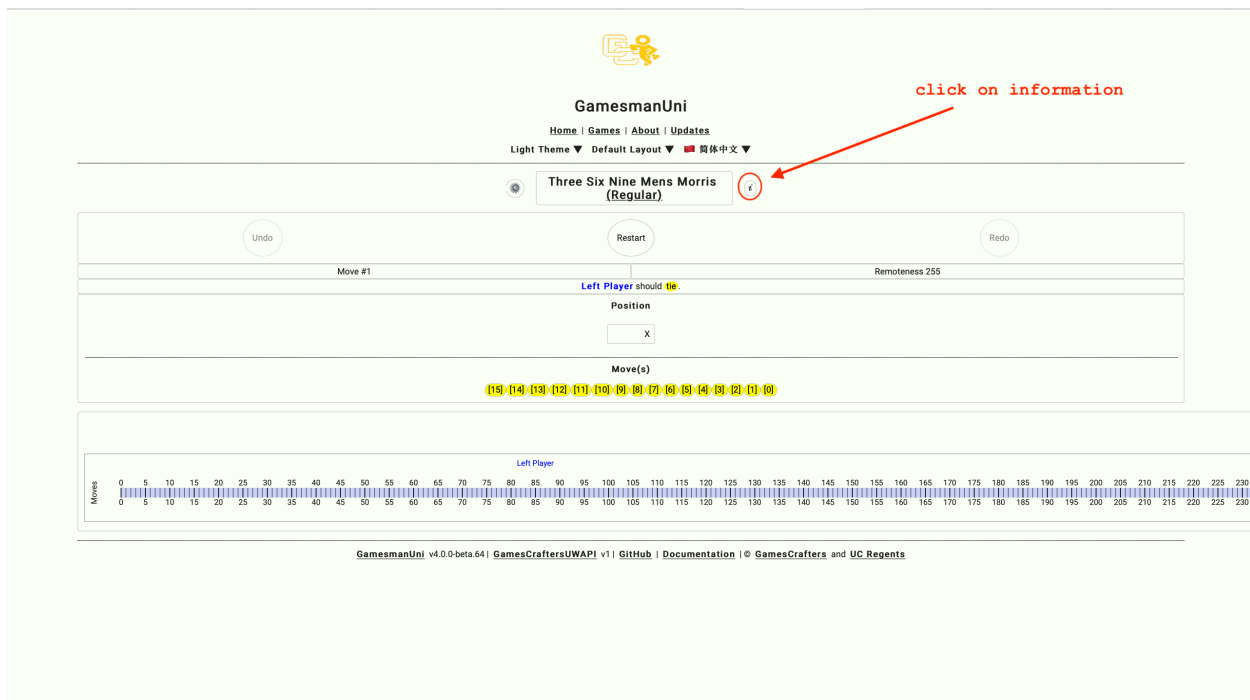


This is the About page of GamesmanUni in Mandarin.

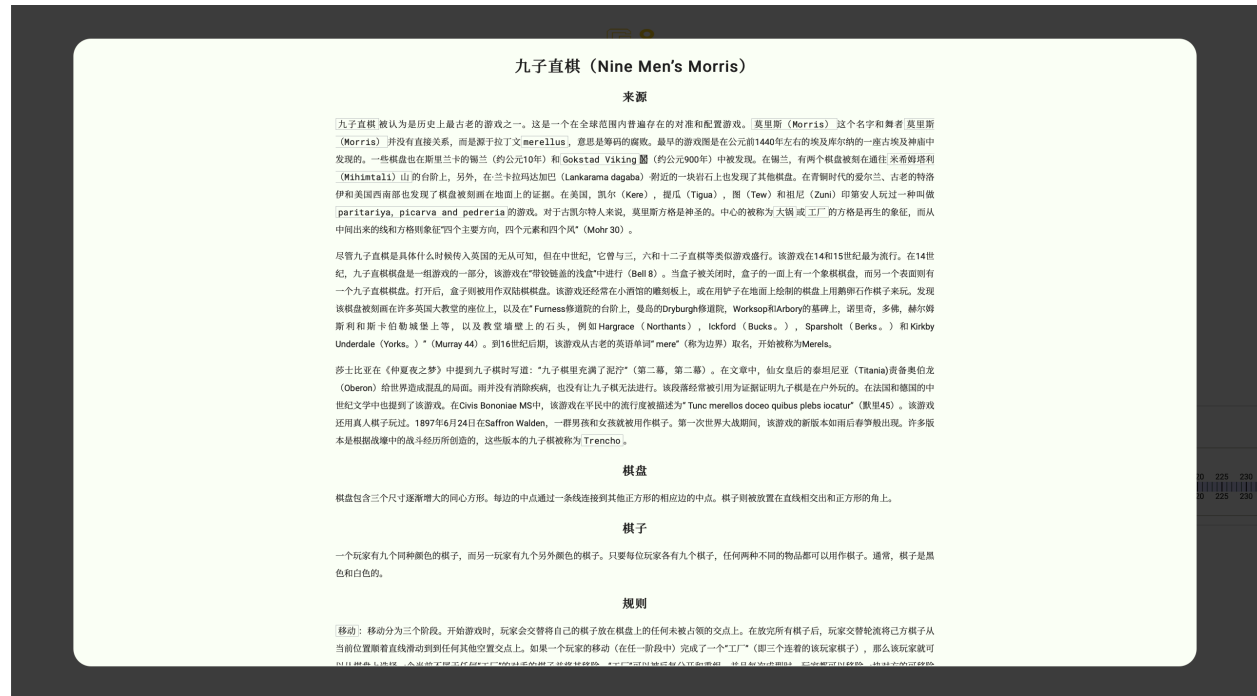
To access game instruction for a specific game:



Then click on information to see the instructions:



Then the game instruction page is like this:



These steps are applicable to every game on GamesmanUni, and different variants of a game share the same version of game instruction.

Reflection and further work:

Doing the translation really helps me understand every game on the GamesmanUni more thoroughly, in a way more comprehensive than just playing the game. It includes learning the game's origin, history, how it develops and survives till today. It is also an opportunity to appreciate the work done by former Gamescrafters.

While it is important to expand our inventory of games, we also need to make what we have more accessible. It is easy for people to play well-known games like Tic-Tac-Toe

without instruction, but not for other more complicated ones, such as *Nine Men's Morris* etc. Currently we only have Chinese instructions for the games. I think it is important to add more languages, especially the default language English, to help people understand the games.

Another field that need further work is translation the data from the back end, such as the words in the game trees. It requires much more work than translating front end data, but I think it's important to make GamesmanUni more accessible.