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DURI Abstract

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DURI Abstract

The Global Contest project proposes a new method of training strategic thinking through an online game. The goal of the game is to teach strategic thinkers skills such as trade off thinking, negotiation, wise allocation of resources, and timely deployment of forces to expand one's area of influence or to deter enemies from doing so.

The game is played online, using a web application architecture. The architecture involves using React - a Javascript library for the front end. This library is responsible for creating visual components that the user will interact with. The backend contains the game logic which is created using Flask, a Python library. The front end and back end communicate via Rest API.

Within this architecture, designing an effective user interface and creating front-end back-end interactions are essential components. Within this effort, my contributions focused on creating front end components for dashboards which are necessary for users to view their resources, forces, etc. When designing the dashboards, the main goal was to make the interface usable and appealing. This game is meant to help students learn about war, so it is important to make the interface easy to use.

While working on the project, I was able to learn how to communicate to various members on the team. We combined our work in order to make a functional web app that integrates the front end and back end, and we focused on design as well.