

WATER WORKS NEWS LETTER

Greetings! This week, we've worked hard to prepare our two playtest next week. We've created additional physical materials and digital sprites. We also ran internal playtests to simplify the game and constrain the play-time under 25 minutes including time for the teacher to explain. This decision was based on a advice our advisor's experience of being a teacher.

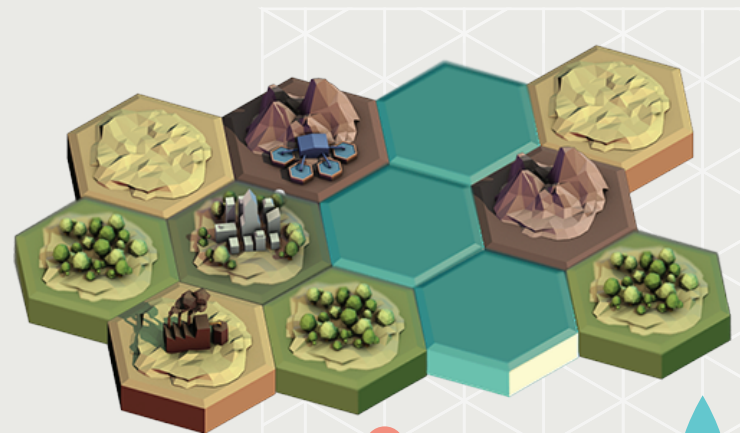
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From the internal playtest, we found that our scoring system was a bit too hard for middle school students to follow. Therefore, we splitted the calculation work equally to each player.

Next week, we are going to be preparing and running playtesting sessions at the Elizabeth Forward Middle school and Carnegie Science Center. We are also going to prepare for our Half presentation.

We've also decided to remove turns from round two. In the second round, players didn't appear to be having discussions. During previous playtests, players were more likely to discuss when they were all playing simultaneously.

We are all excited to test our product with our actual target demographics. Thank you very much and please do not hesitate to let us know if you have any questions, concerns, suggestions.



Above - digital game screenshot. (Draggable Tiles / Mapbuilder)