

# WATER WORKS NEWS LETTER

Greetings!

The most important milestone this week was playtesting. However it was canceled due to some miscommunication. We reset the time to Wednesday next week, which is likely to be the last playtest before our Soft Opening. We currently have three things we are focusing on.

First, make a physical version available without a flaw for our

client. We've ordered the sample from the on-demand printing out company so we can check it and fix details. We are going to set up a process for anyone to be able to order our physical version anytime they want.

Second, implement all features to the digital version and make it bug-free. We still need animations and sounds effects to make it a rich experience. We are really running out of time for all

those features so we have been crunching a lot.

Third, make our website informative enough. Our website must have all the necessary information for any visitor to be aware of the two versions of River Matters and how they can utilize them.

**Thank you very much and please let us know if you have any questions, concerns or suggestions.**