

# WATER WORKS NEWS LETTER

Greetings!

This week we did our last play-testing at Elizabeth Forward Middle School with 12 students for our physical and digital version.

For the physical version, the instruction video definitely worked. Everyone was able to play the game without a problem. They were much more engaged and talked more than last playtest. The instruction video included basic rules and also how to put pollution marks and score themselves. They were able to score themselves independently. After scoring, they were excited about competing with the other group and the losing group proactively asked us to get a

second chance because their strategy developed.

The digital version also went well. We split the digital instruction into 5 parts, however they only watched the main video. Even though we encouraged them multiple time back to watch the other videos the students preferred trial and error. They had a few 'Ohhhh ic' moment by looking at the game log and trying new things.

We told them that the best score so far is about 600+ and they were eager to try and beat that score. The playtest atmosphere had excitement, discussing and laughing. We still saw that this game also encouraged discussions even though it was a single

player game which means it may also be suitable for schools.

The game still has bugs and still needs sounds, animations and leaderboards. We've decided to change the word 'score' to the 'number of people support your plan' to give them the context a mayoral election.

You can play the game from the link below  
<http://h2o.carnegiesciencecenter.org/Game/buildingGame.html>

For next week, we have two important milestones. One is Soft Opening where faculties play our games. The other is meeting with our clients to present our product.

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