

WATERWORKS NEWS LETTER

Hello everyone! For week 2, our team Waterworks has been focusing on narrowing our brainstorming sessions down into the two strongest ideas. We have made two storyboards for each idea to share with our client. We spent the first half of the week throwing random ideas to see if they fit our project requirements. The second half of the week was spent in detailing our ideas a bit more so that we can provide clear storyboards.

The most difficult challenge we faced this week was setting up criterias for the ideas. Some ideas were exciting, but did not seem do-able in 14 weeks. Some other ideas were perfect for an individual but not for a group. So we listed the criteria and sorted them in order of priority.

The most important criteria was **scope; we also call it "doability"**. The second criteria was **whether it is closely related to the river**. Because H2Oh! appears to be all about the river and the community. The third important criteria was **whether it is educational** enough. If they learn nothing further from the experience, we thought it will be less meaning-

ful. The fourth element was **its life-expectancy**. Will the content continue with the H2Oh! exhibition without maintenance for a long duration? For example, it is easy to decide to make an app; which will give us a lot of freedom to broaden our idea. However, iOS or Android updates may also require us to update the code. The last criteria we thought important was **whether the content supports a group activity**. We thought it would great feature to allow it to be played in a classroom environment or family environment.

So the first idea that survived through all the criterias is about being a water molecule from the river experiencing the

water cycle. He will move through different environments and ecosystems and learn how it will benefit them. The game is also tied to a webpage that will showcase what each person has learned and grow as a community.

The second idea focuses on the river and the community. In the given hexagonal map, player will be asked to build the most efficient water-path to get the water from the river to the city. Whenever the students build a water-path on a tile, there will be a different Construction Point and Conservation Point according to the tile. So the student must find the best solution with less Construction Point and more Conservation Point.

Early next week, we hope we can finalize the concept work, start defining jobs and start making the actual product by the end of next week. Again, we are team Waterworks - we'll get into this project and we hope that we can vitalize the children's curiosity from the H2Oh! exhibition. Hope you all have nice weekend.

