

WATER WORKS NEWS LETTER

Greetings! Early this week, Carnegie Science Center chose the game River Matters from our pitched ideas. River Matters is based on the real-life impact of building a water-path from the river to the city. Our first step is to start prototyping gameplay.

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River Matters is designed around 4-5 players with a competitive classroom environment in mind. Families are also an important target audience. We started prototyping the game by using materials from a board game. After some playtest-

ing, we felt that the game might be too easy. Therefore, we decided to implement limited Construction Points. Players can use construction points to build things and see an impact on the environment. We also spent time to

research the Scientific Educational Standards of Pennsylvania. This ensures that our game can be used by teachers for their class before or after their visit to H2Oh!. Studying educational standards also help give constraints to our design.

We will ask our clients about potential contests for the game next week. Client feedback will ensure us that we are designing River Matters in the right direction . Once again we are team Waterworks and we will make it work!

