

WATER WORKS NEWS LETTER

Greetings!

This week, we have set up another playtest in the midst of next week. We want to make sure that our physical version works well with our revised tutorial. The second goal is to test our digital version with our target audience. The third goal is to see if our target audience name things we wanted to teach.

We got a price for our physical board game, which is 30-40

dollars per box. It will be available at

<https://www.thegamecrafter.com> for our client to utilize.

Our main focus right now is deciding which features to add to our digital version to make it also fun and playable. We're also managing scope. For example, we wanted to include events to our digital version but our UI also needs a lot of adjustments. So we've decided not to add

events.

Next week, we be playtesting and fixing things that didn't work in our playtest. We like to test our physical version with actual pieces to see if everything looks polished. Then we want to add sound and animation to our digital game. Lastly we will be fixing any bugs we find.

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