# WATER WORKS NEWS LETTER

**Greetings!**

**The biggest decision we've made this week was discard of one of two ideas for us to focus on one finalized idea.**

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We decided to pick the group discussion game that was used for multiple groups in classroom environments. There were two reasons to pick the group discussion game. It fits well in the classroom environment. Also, it works well as a web based game.

We have started to reach out to local schools to set an appointment for playtesting. We also asked to our client to playtest with their group visitors. Playtesting has become a focal point in our development since we can confirm our assumptions. We can learn which mechanics

don't work and prepare for our next iteration.
Next week, production will speed up since we know which game we are making. Programmers will implementing a web framework for this game.

**Thank you very much and we are looking forward to seeing you in person next Monday.**

WATERWORKS