WATER WORKS NEWS LETTER

Greetings!

This week, we have been making our own art assets, refining game mechanics, and building website functions.

Here are some art assets we created for digital version of the game, and a screenshot of a online map builder we've been working on.

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Educational standards

S11.A.3.1 Analyze the parts of a simple system, their roles, and their relationships to the system as a whole. S11.A.3.1.2 Analyze and predict the effect of making a change in one part of a system on the system as a whole.

For game design, we were focusing on adding the educational standards of S11.A.3.1, S11.A.3.1.2 into the game. The game has two rounds. The goal of the game is to build a city utilizing the river.

The players are separated into builders of Cities, Factories, Water Filtrations and Parks. They will start with very simple rules regarding how to place their pieces (buildings, pipes, roads, etc) for points. The initial goal is to score as many points individually. Each player's individual score will eventually be added together as the team score. After round one is completed, the players will gain access to additional rules that represent the relationship between each other's pieces. As the players use these additional rules to re-evaluate their score, they will consider the system as a whole.

For round two, they will replay the game knowing their relationships between each other. This is where the discussion begins. Since their score is combined, they will discuss how to improve the city layout as a whole. This framework seems to work within internal playtesting. Now, we are refining the rules to make sure they apply to reality. We are making sure the rules are factual since this is an educational game.

For our digital version, we are also building the front-end and back-end systems such as the login system, main page, and game logic.

We have set up an appointment with science teachers and students at the Elizabeth Forward Middle to playtest on October 15th. We are also looking for a chance to playtest at CSC at 17th with our client's group visitors.

Next week, we are continuing to refine our game design, create art assets and build the website. We will be bringing these elements together to see how they feel. Then we will be planning our upcoming play test.

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