

# WATER WORKS NEWS LETTER

Greetings!

We just completed a very important milestone of our project, the Half Presentation. At the presentation, we introduced our project to faculties and students. We explained process and future plans for the semester.

After the presentation, we had a long meeting to define our goals for the rest of the semester. There are two major tasks we are going to tackle. Refining our physical board game and implementing our digital game.

The main problem we are trying

to solve in our physical board game is our introduction. They tend to ignore the written and verbal instructions. So we've decided to make a video instruction. We hope this will help the children be more focused on the context and rule of the game. We are going to complete the video by next week and test it on November 1st, the playtesting event at ETC.

Since the game mechanics for the physical board game is mainly complete, we've started replicating the online experience. The

online version will have much more lively feedback. Before adding too much details, we need to test the core game with our playtesters on November 1st. We'll be focusing on implementing the existing functions of physical game into the digital game by the next playtesting.

Then we will be visiting our client to update them with our physical and digital games. Thank you very much and please let us know if you have any questions, concerns and suggestions.

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