THINK OUTSIDE THE TANK

Busy Water

EDOKi ACADEMY

Version 1.1

With over 6M games played, Busy Shapes and Crazy Gears kicked children’s learning into high-gear!

What’s more natural than water to complete our set of reasoning games! Welcome to Busy Water’s aqua environment that will sharpen your child’s brain by teaching them to manipulate water and form logical conclusions to critical thinking puzzles.

As the third installment to the trilogy, Busy Water gives access to the same editor’s platform our game designers use! Build, share and receive levels and let creativity flow like the sea!

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CONCEPT

A cat. A fish tank. A plug. An accident.

Welcome to the fluid world of Busy Water!

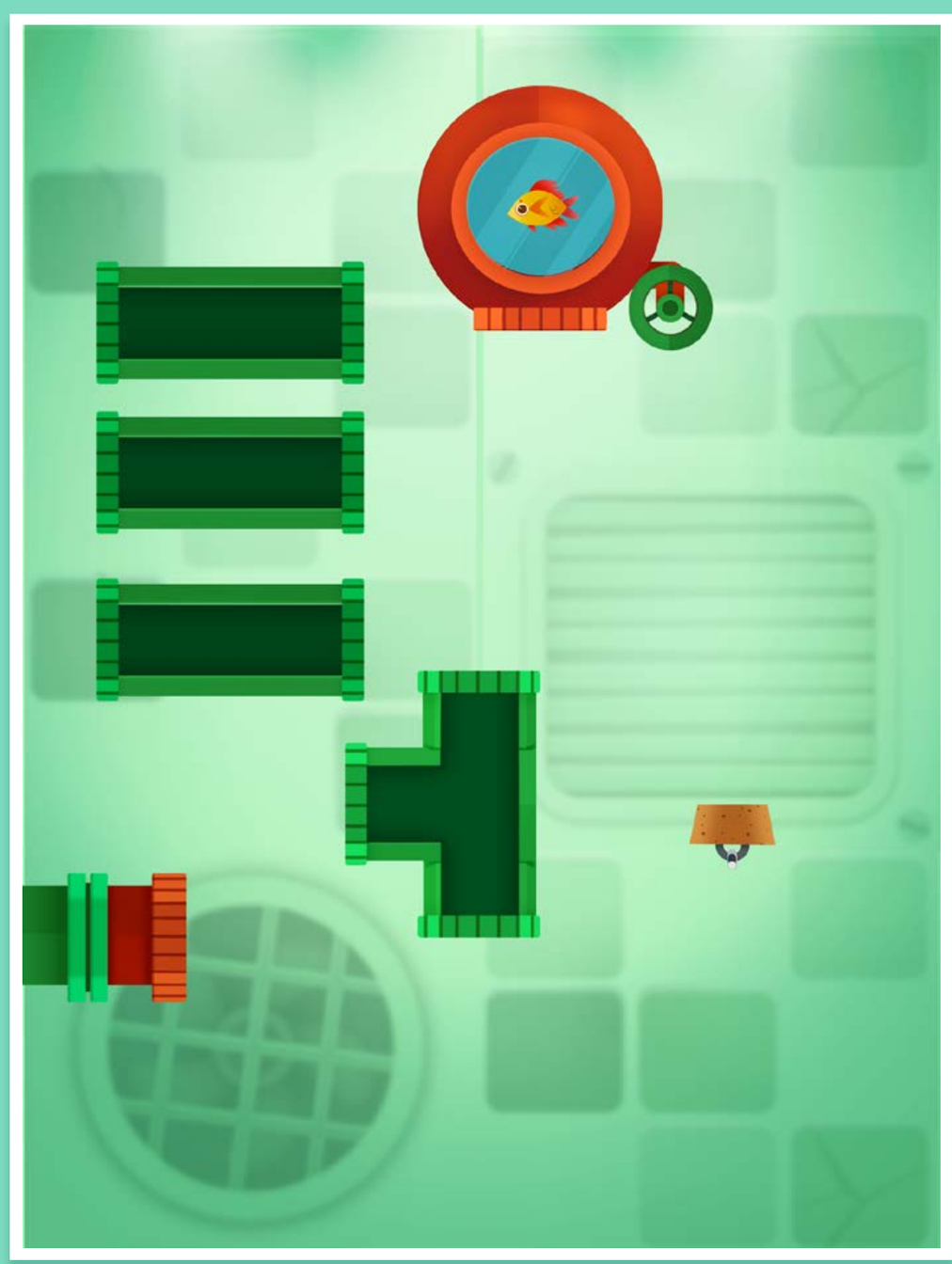
The player is first introduced to a friendly fish named Archie. But wait! There's a sneaky cat pulling on the plug hanging from the aquarium. There goes Archie! In one fell swoop, the cat successfully unplugs the aquarium, leaving him rounding the drain. Inside the sewer, he is met with an underwater maze of poorly-arranged pipes leaving it up to the player to solve the puzzling levels and rescue Archie.

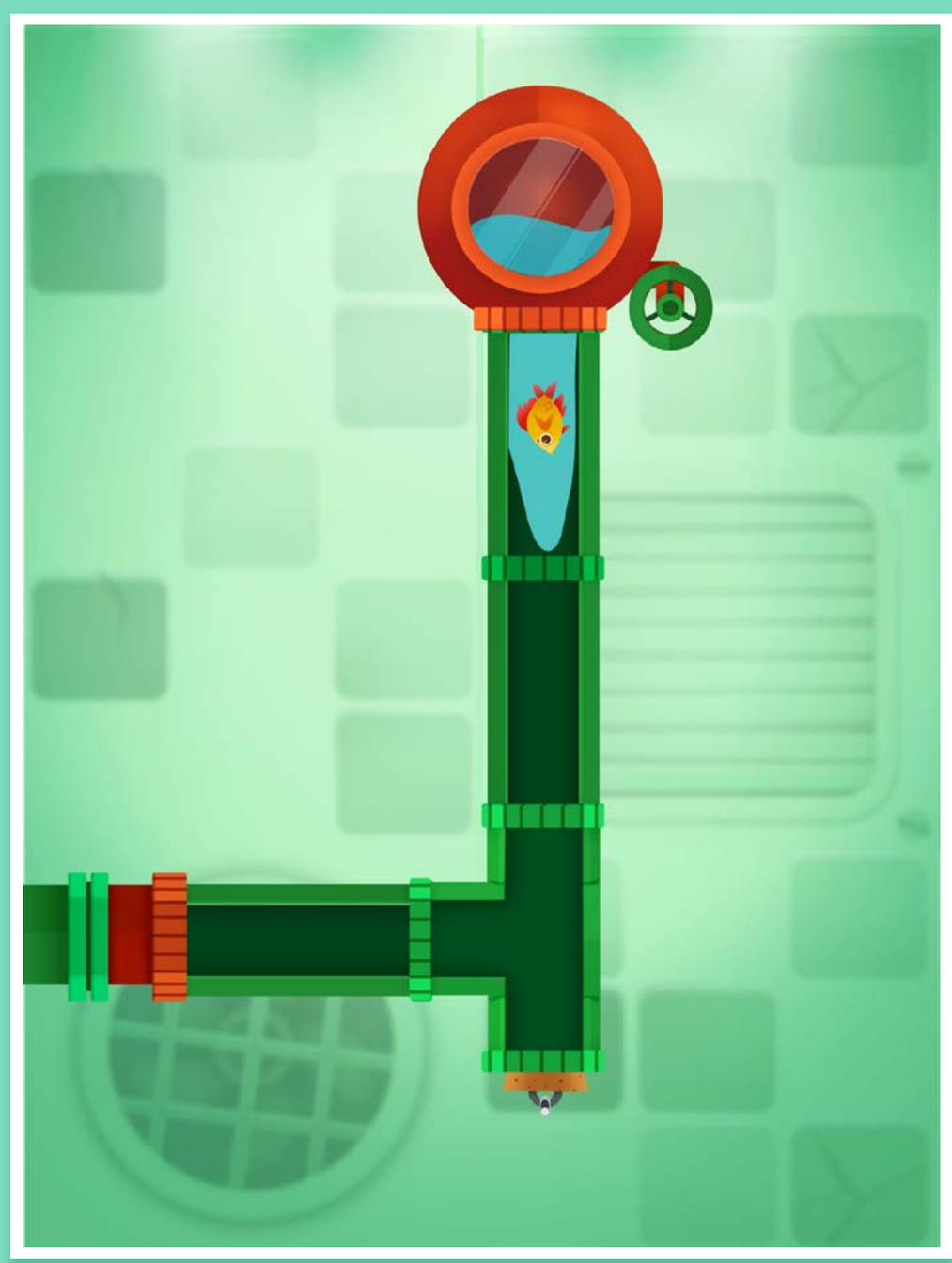
After a couple of successful levels, Archie finds himself in the city's port and spots a boat. Not noticing that the boat is indeed draining its vessel, the poor fish finds himself being sucked into the current.

Once again, the player must help Archie navigate through the tricky environment. From one problematic situation to another, a fisherman sweeps him into a bag and sells him to the local pet store - it's a tough life for a fish! Luckily he finds his way through the network of sewers again (because now he's a pro!) and back into his happy aquarium, home at last!

BEGIN WITH

Reasoning





Fundamentally, Busy Water is a game of logic and reasoning.

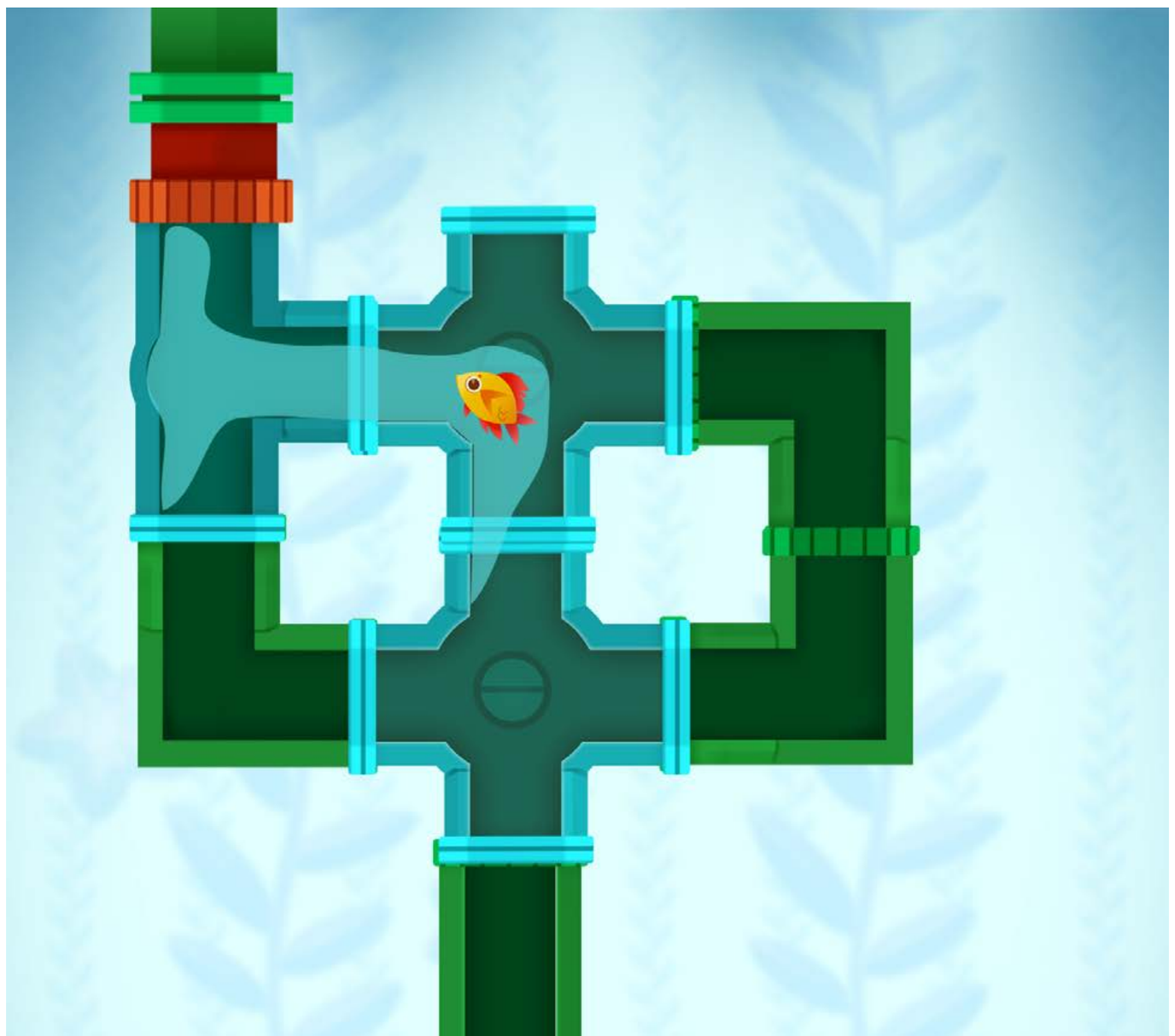
Perfectly aligned with the core competencies of STEAM, children are asked to solve critical thinking puzzles and progress to designing their very own levels - unleash your creativity!

BEGIN WITH

Agility

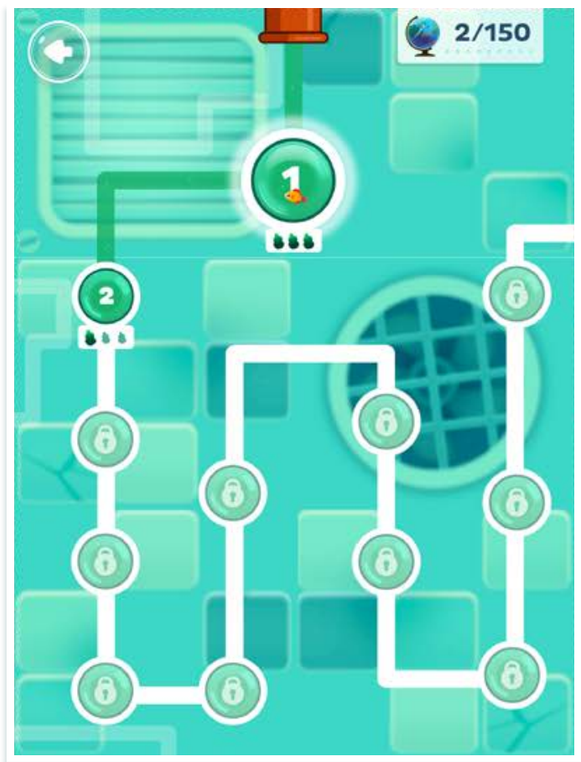
Busy Water serves as a platform
where children can practice reacting to tricky game
scenarios in a controlled environment through devices
that use accelerometers and gyroscopes.

Players will also refine their fine-motor skills by gently manipulating the precious water that is home to the fish.



GAMEPLAY

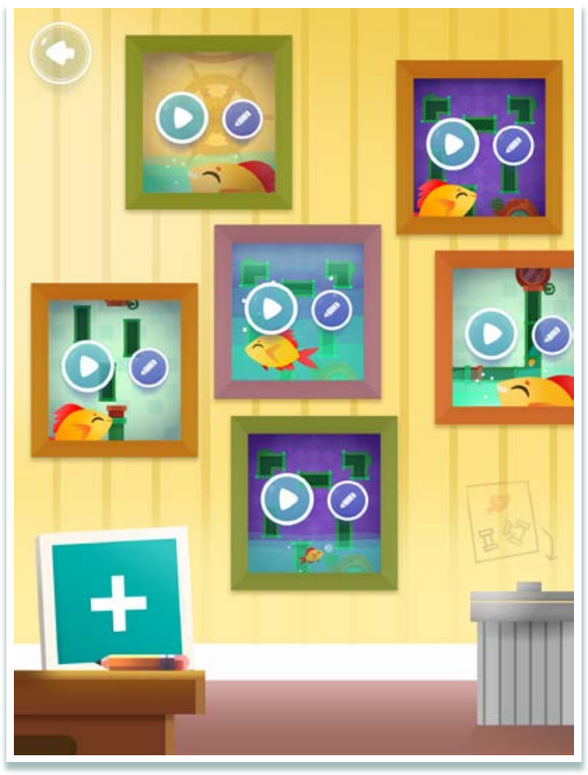
Navigation



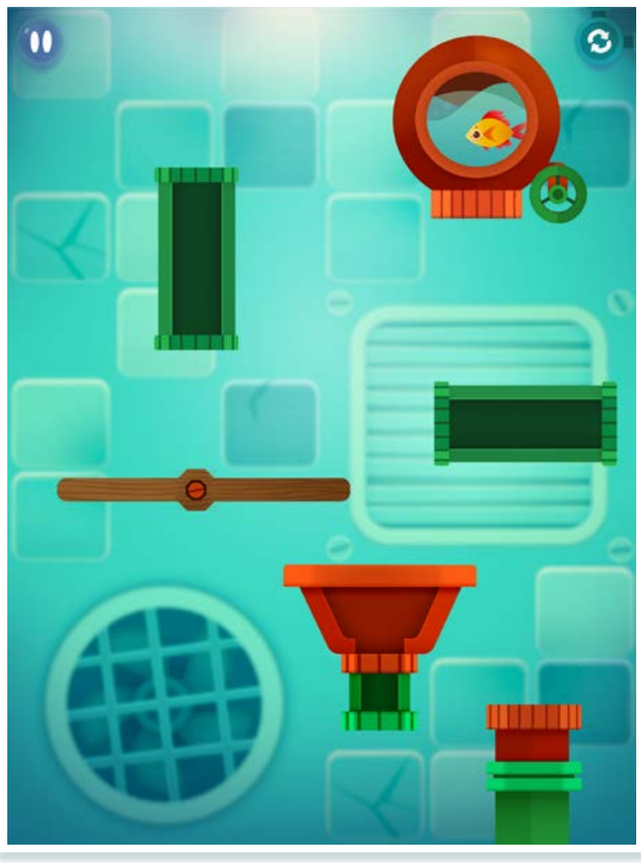
Levels map

Home Screen

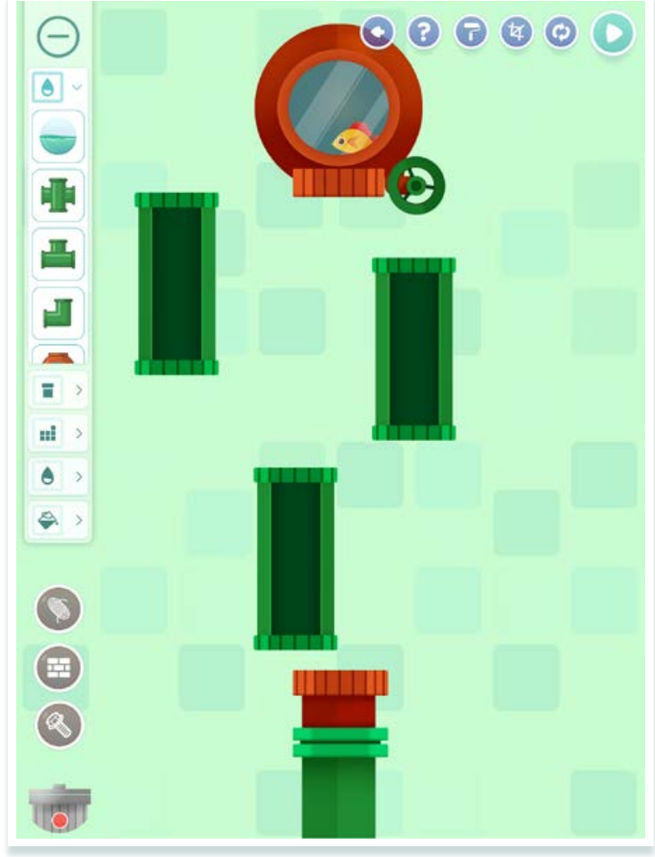
Gallery



Play Mode

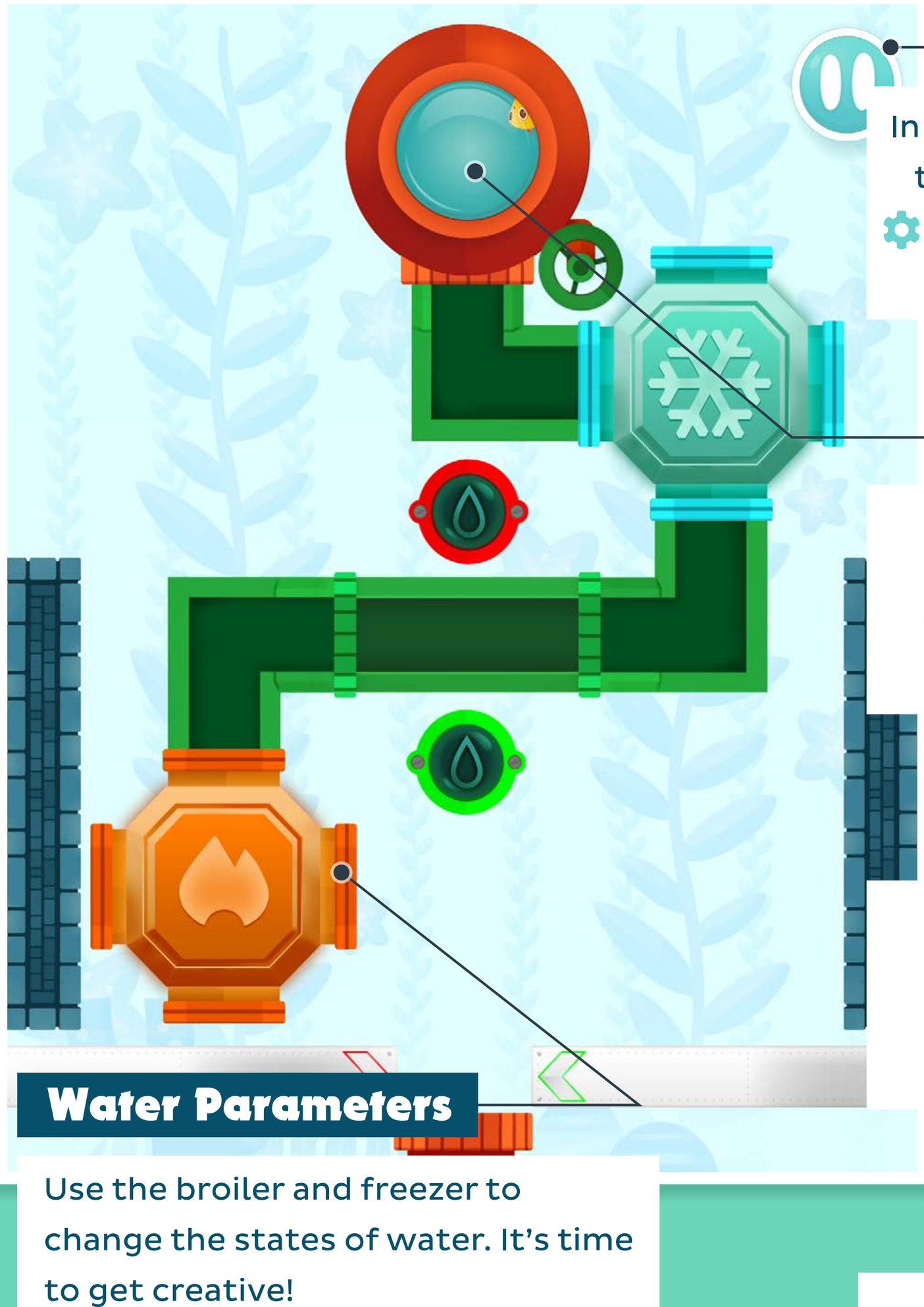


Build Mode



GAMEPLAY

Game Mechanics



Pause

In the pause menu, you can go back to the home screen, access the settings, go to the levels map or reset the level.

Water Management

In each level of the game, the amount of water is limited. Use it consciously, as a fish needs water to survive!

Build Mode

Unlock the build mode once you have successfully completed levels 1-4 and create your very own levels.

Water Parameters

Use the broiler and freezer to change the states of water. It's time to get creative!

Gravity

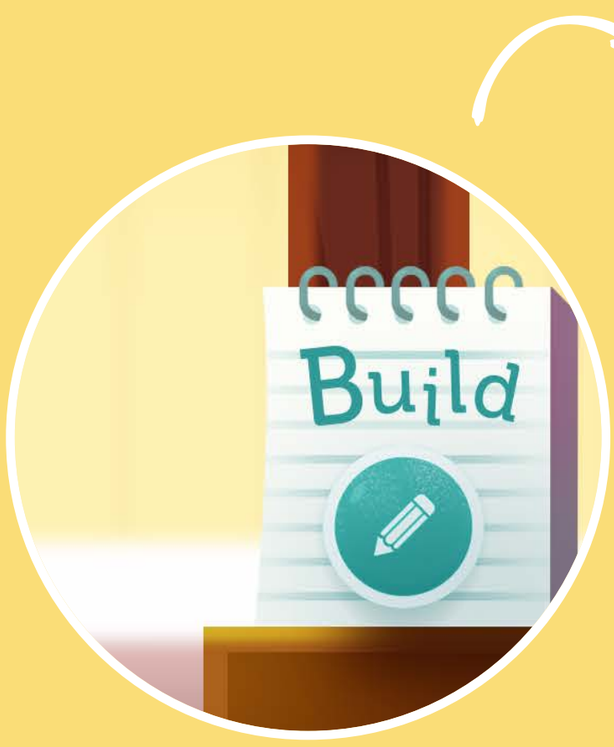
Get moving! Use the force of gravity to move the water throughout the level and bring Archie to safety.

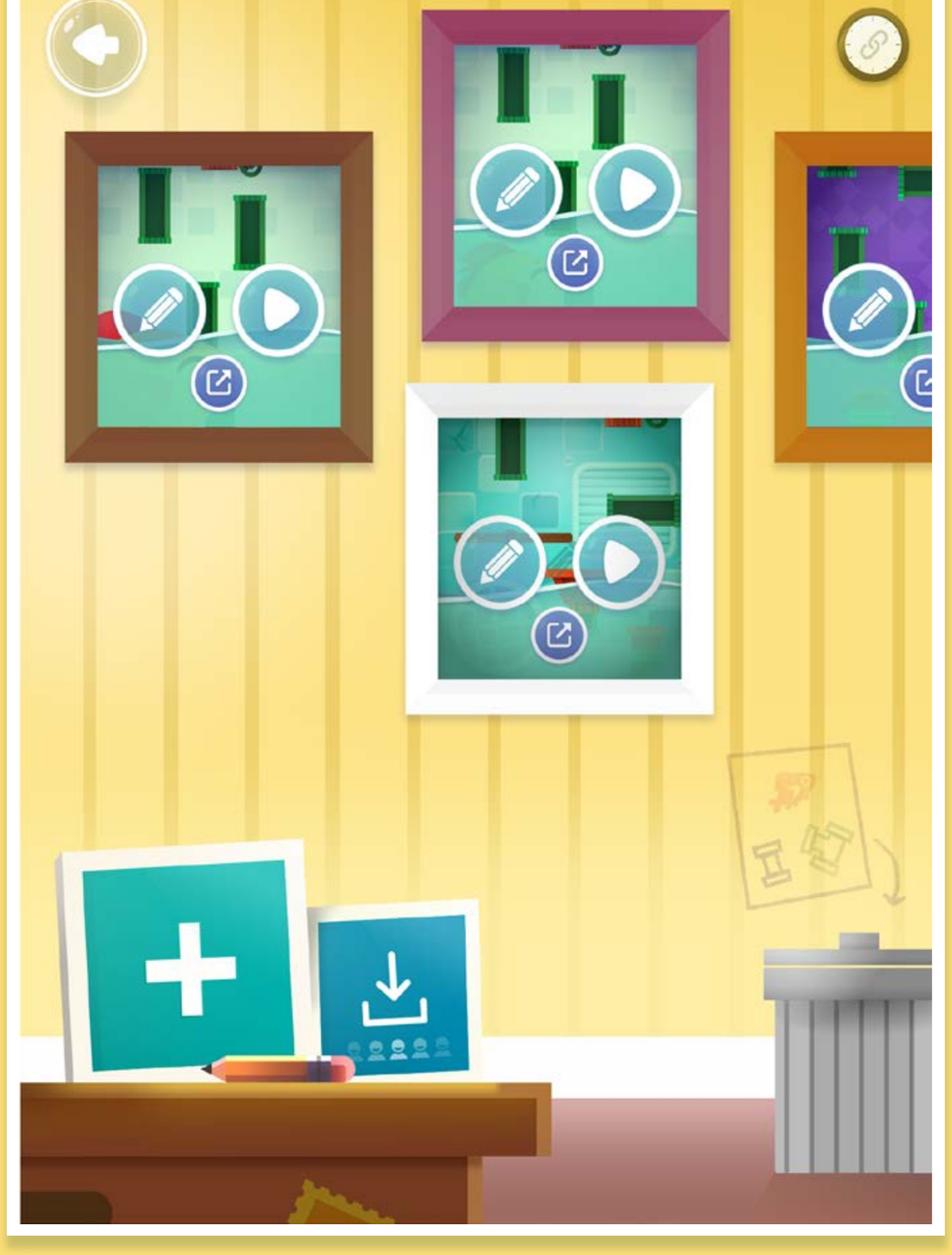
Construction

Construct a path for Archie using the objects presented in each level.

GAMEPLAY – START DESIGNING!

Build custom levels





Here's your chance to become a game designer!

With the Build Mode feature, children will have the opportunity to design and create their very own levels, leaving them with endless gameplay scenarios.

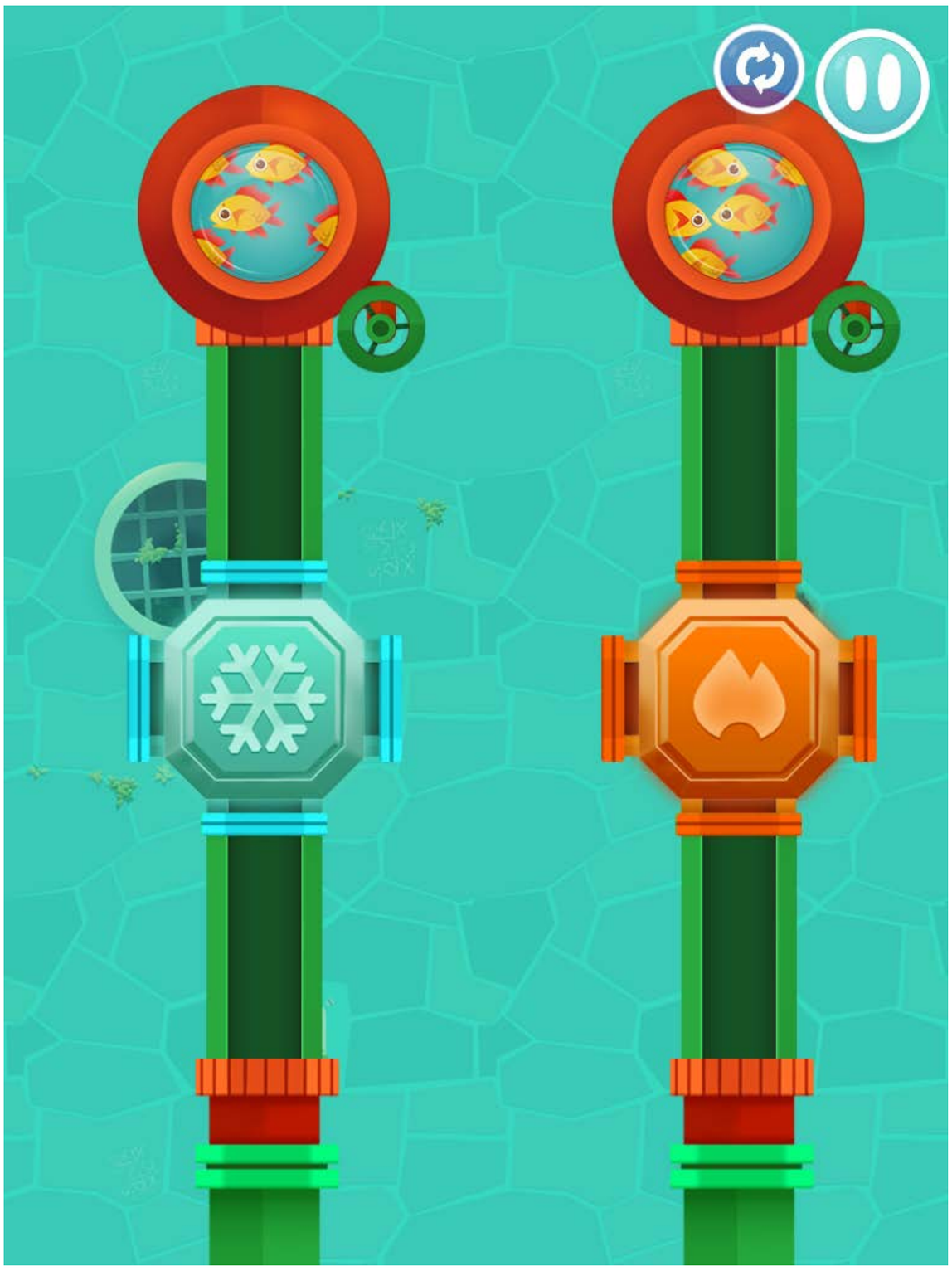
With access to the same mechanism and objects as in the Busy Water Play Mode, this is a chance to practice beginner pre-coding and create challenging levels for your friends.

Share and import levels from your friends by simply clicking the arrow icon on a painting and a 6 digit code will appear.

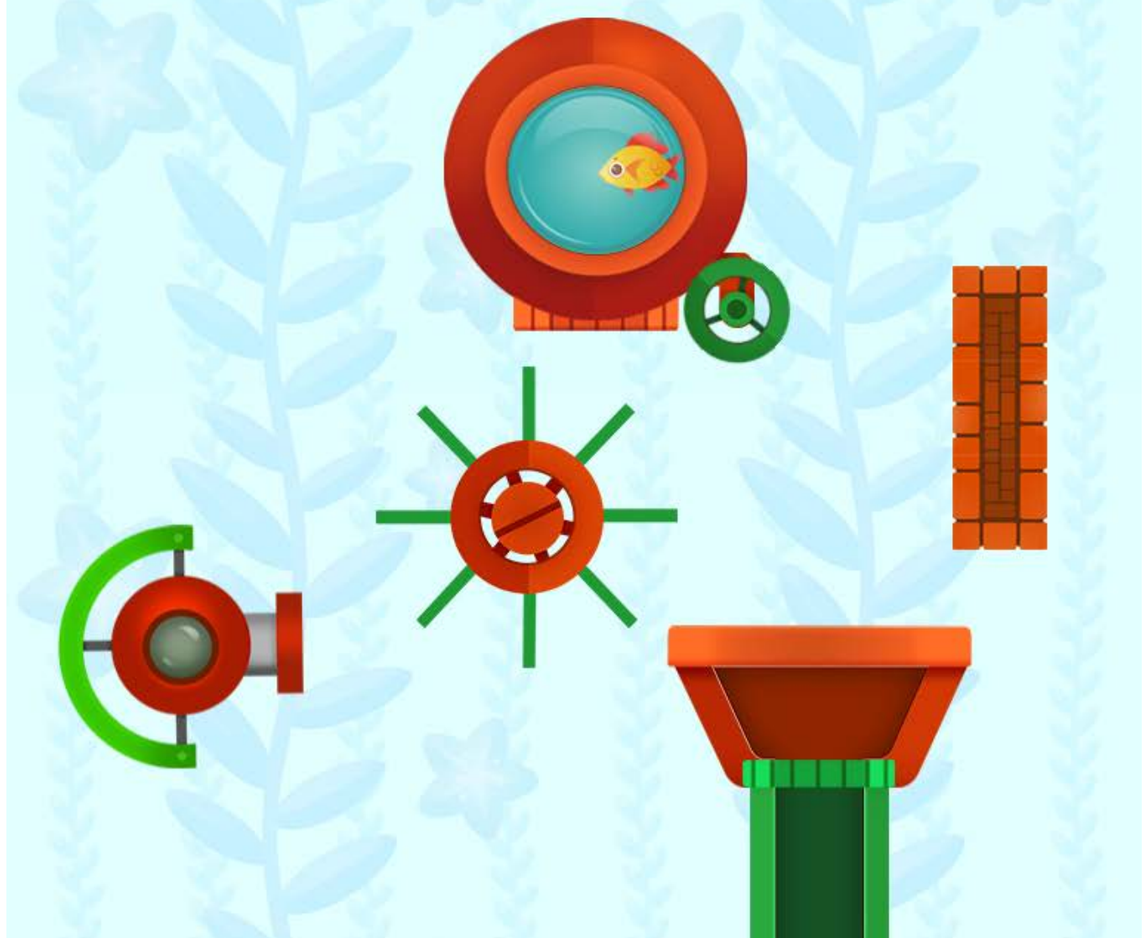
6SLZ81 Try this one!

GAMEPLAY / START DESIGNING!

Endless design options!

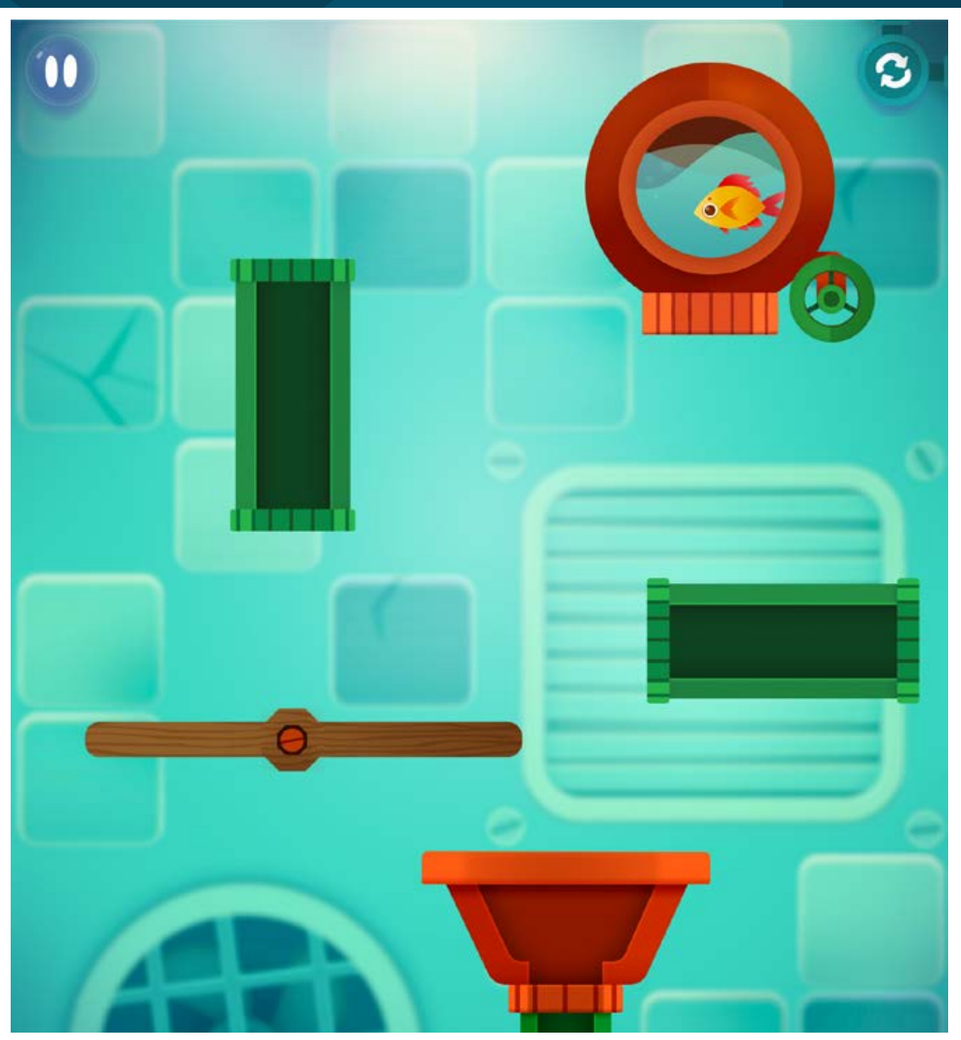


Your turn!

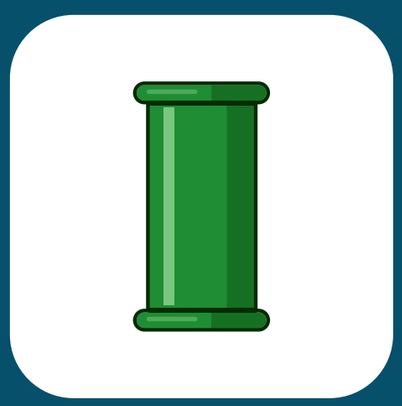


TOOLS IN THE GAME

Tools to help Archie



Busy Water has many fun tools to help bring Archie to safety



Pipes

Create a linked pathway to the end of the level. They can be connected in many different ways to make all kinds of paths from the start of the level to the end.

Funnel

Direct the fish into the tunnel using gravity. These are helpful when a level doesn't have enough connecting pipes.

Plug

Stop water flow where it may go by accident. They help to guide Archie away from the potential danger of falling out of the pipeline.

TOOLS IN THE GAME

More tools

Doors

Doors often block Archie’s way and it’s up to the player to open it through mechanisms such as wheels or sensors.

Jets

Jets provide an extra boost of water pressure to move planks or they can supply water to Archie to ensure his survival through the level.

Wheel

Wheels can be connected with a rope to open a door and let Archie pass through. Or just slide on it.

Planks

Planks help to slow Archie down if he is moving too quickly. But be careful, they aren’t as solid as walls and will move if the water pressure is too strong.

Boiler

The Boiler is used to change the states of water: from water to steam or ice to water.

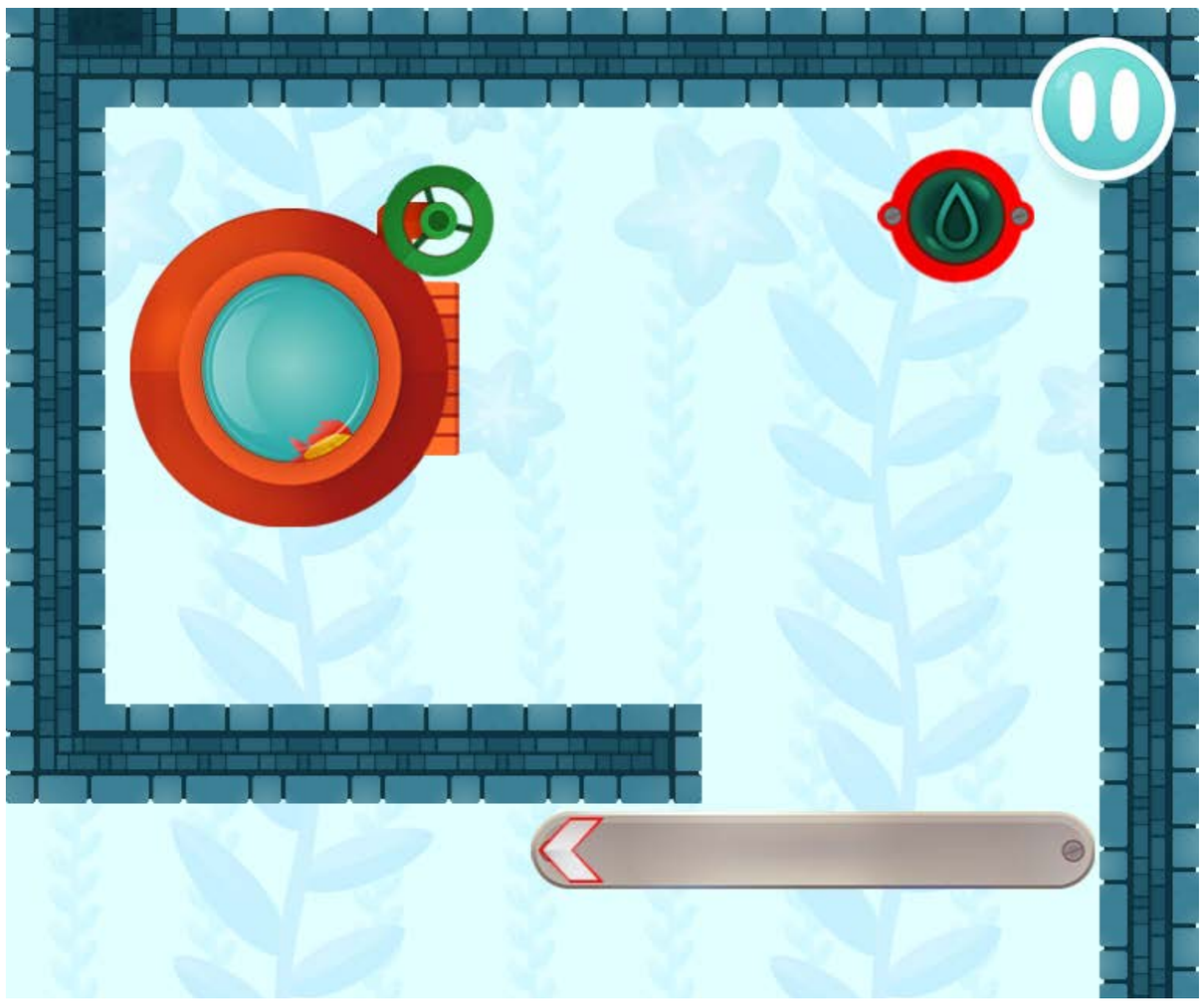
Freezer

The Freezer is also used to change the states of water: from water to ice or steam to water. Use the weight of the ice cubes to spin the wheel.

TOOLS IN THE GAME

Sensor tool

If there is a door in Archie's way, try to find a sensor!



Sensor

Open doors and access pathways by directing water to touch the sensors. There are 3 types of sensors that respond to different states of matter : water, ice, and vapour. Each sensor has an image of the specific state needed to unlock it. The color of the sensor and arrows on the door are linked (ex: A red arrow is linked with a red sensor).

Water Sensor

Direct water to this sensor to open doors and help Archie get to safety. Some levels require you to manipulate water to more than one sensor in order for the door to open. This is where your creativity comes to play!

Steam Sensor

Lead steam to this sensor and unlock doors. Remember, steam rises, so you might need to turn your device upside down for it to touch the sensor! If steam is not present in the level, use the boiler to change its state of matter.

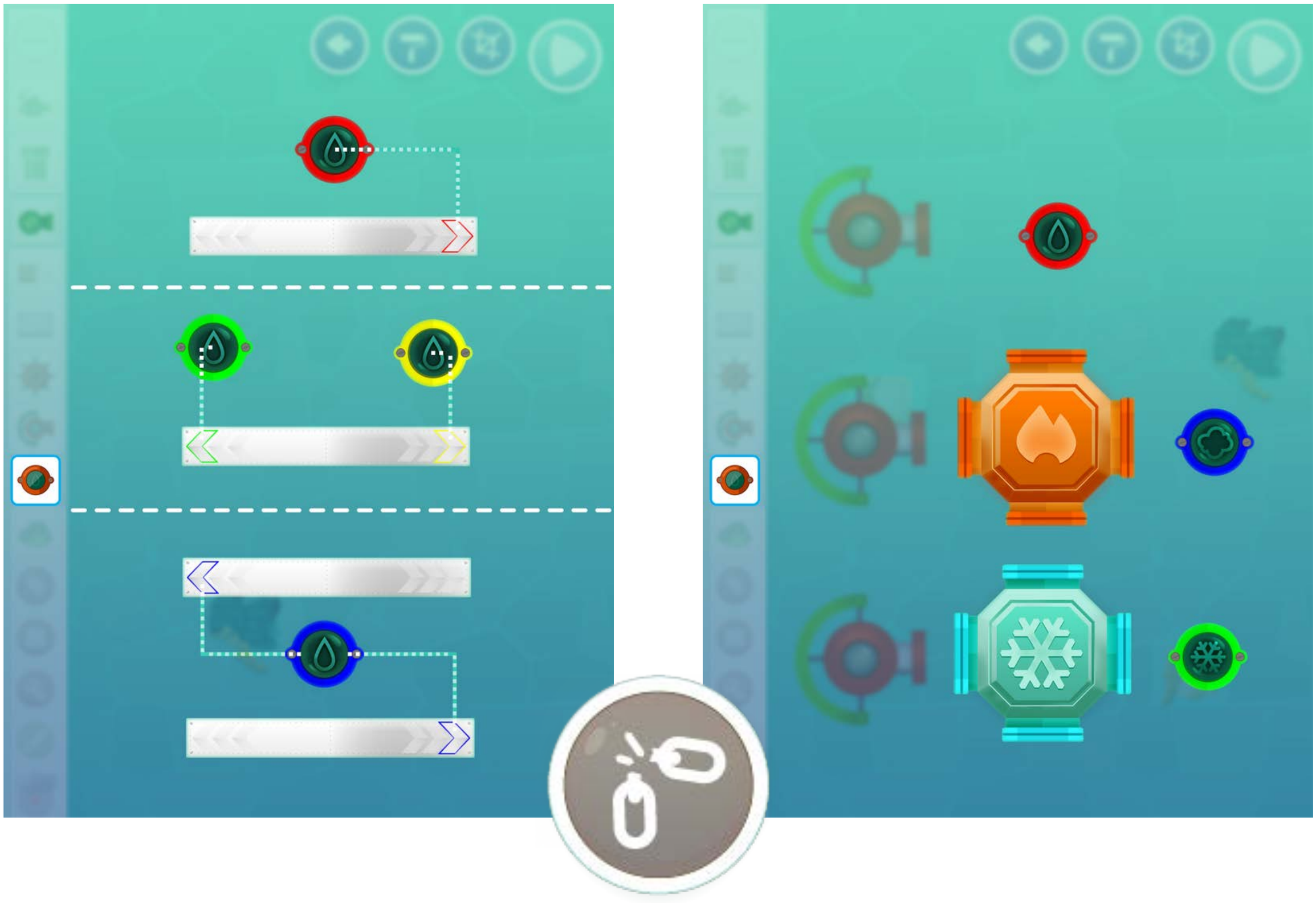
Ice Sensor

Direct ice to this sensor to open doors. In some levels, ice is already present and it's your job to create a path to make it touch the sensor. In other levels, you need to use the freezer to turn water into ice.

TOOLS IN THE BUILD MODE

Sensor mode

How to make a door open or close? Link the sensor to the door!



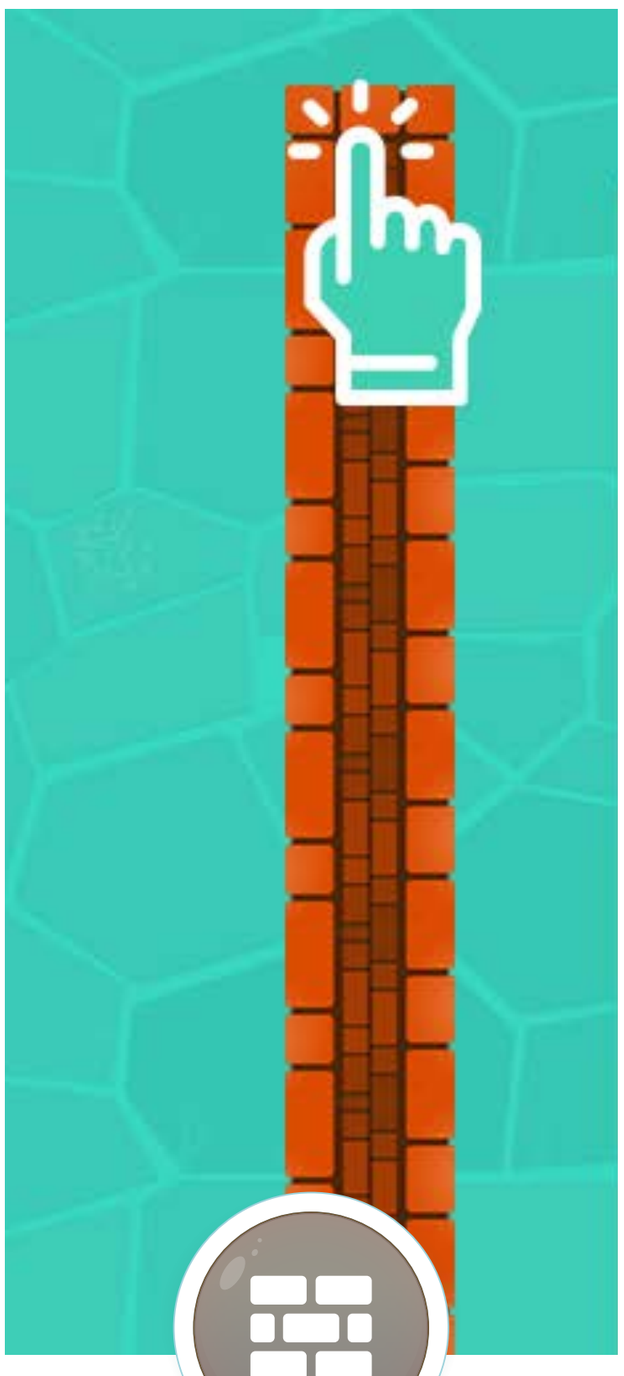
The link

Connect a sensor and a door together in two easy steps. First, drag and drop the door and sensor to your desired position on the level. Next, click the link icon (icon above) and select the door and sensor you want connected. Once the sensor is actived, the door will move in the direction you have indicated. You can connect up to 6 different sensors to the same door. Don’t forget that you can change the type of matter a sensor is responsive to by tapping it. Let’s link up!

TOOLS IN THE BUILD MODE

Editor modes

There are other fun tools in the editor level to help players create challenging designs:

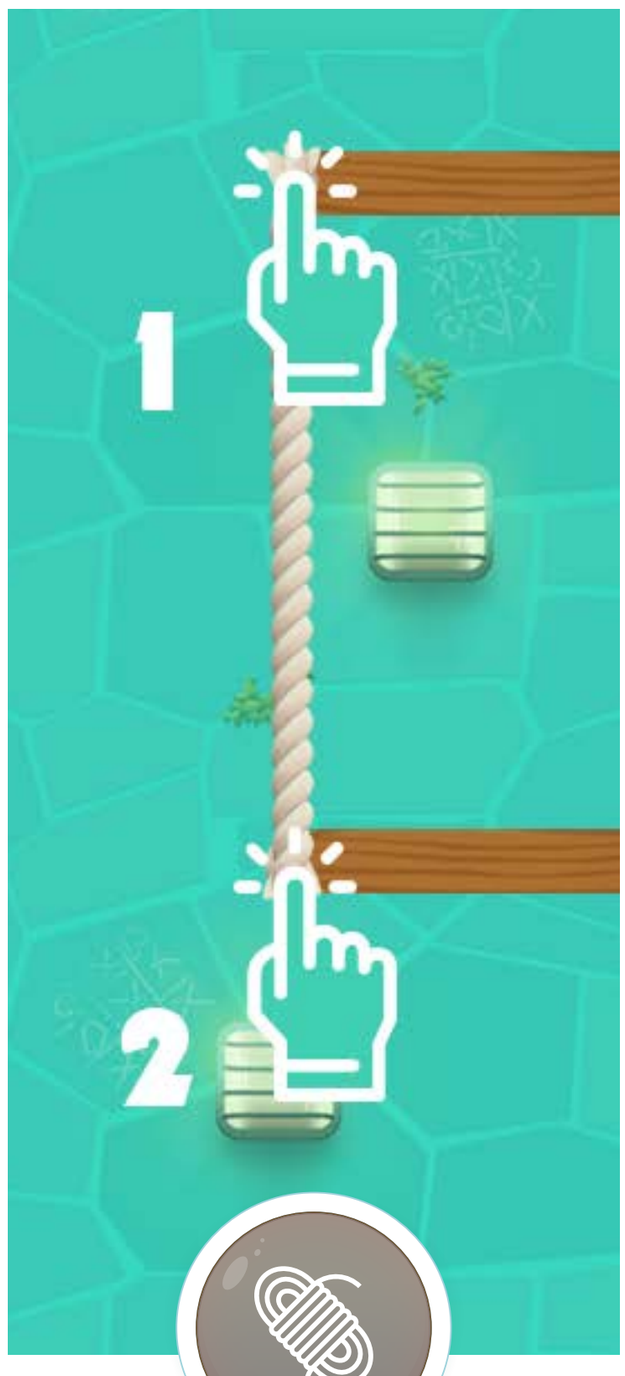


The wall

Create walls to help guide Archie's pathway. Walls can also be used to slow water down if it is moving too quickly.

The screw

Used to lock sections in the design so they will remain fixed in place. Can be used on planks, pipes and jets.



The rope

Connect different elements of your design together. They can help players map out in which direction water needs to flow to complete the level.

THE WATER

The Three States of Water

The properties of water can be changed with one simple tool...Temperature!

Water

Steam

Ice

When the temperature of water is heated, it will transform into a gas and become steam. This is called evaporation.

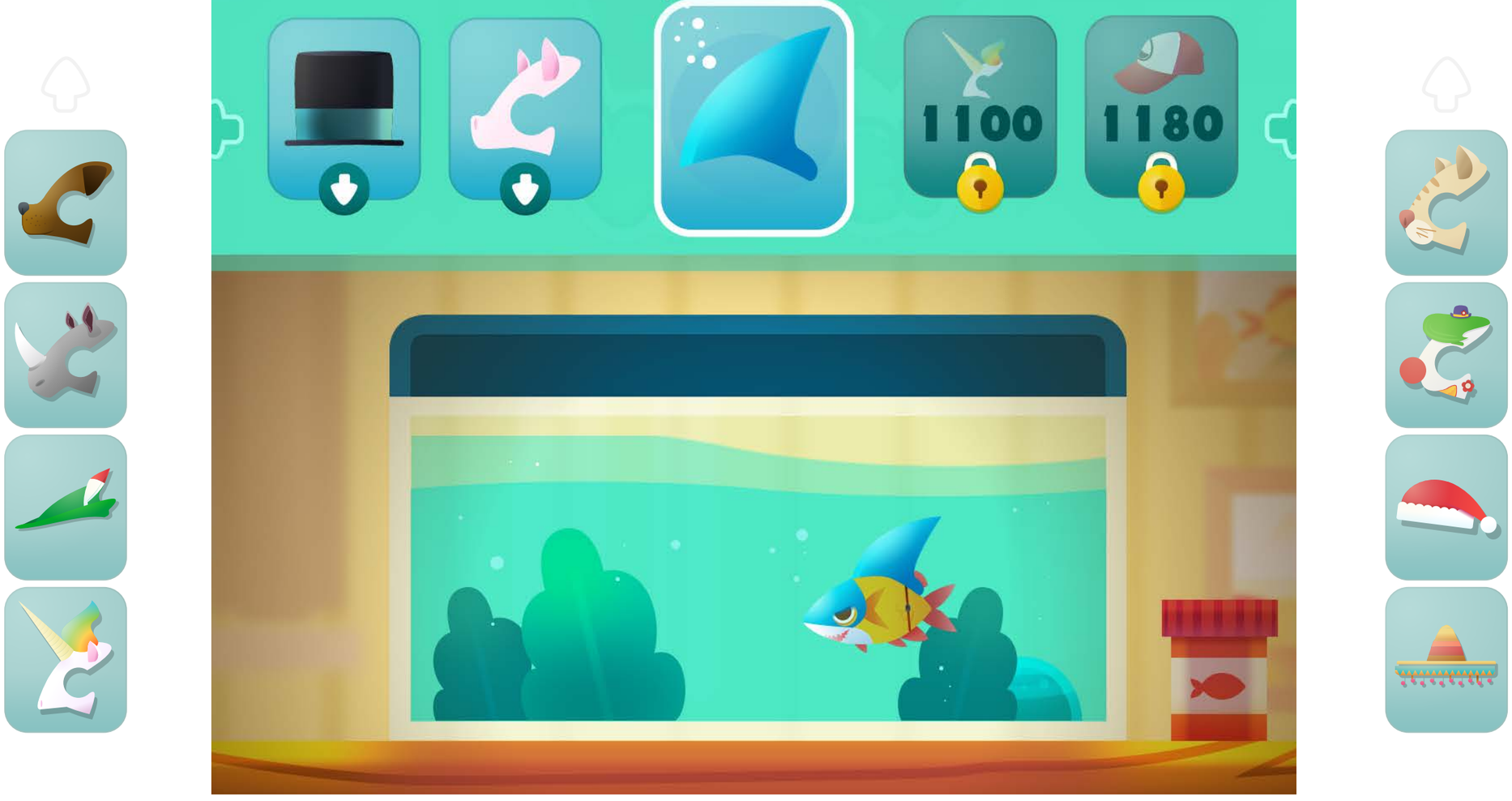
When water is cooled, it hardens and becomes a solid. This process of transforming into ice is called freezing.

If the steam is cooled and it returns to its liquid state, it’s called condensation.

When playing **Build Mode**, players have the opportunity to include water, steam or ice blocks to their level design. These can be added by trapping it under compartments, building dome walls or locking it in a fish tank.

EXTENSION

Customization



Archie is a little fashionista fish & he loves hats!

Purchase them with the points earned through the iOS app, on the Apple Watch, or by the Apple TV extension. Archie will be the coolest fish on the block thanks to you!

Points can be earned in 3 different ways:

- Players can earn points by successfully creating paths that bring Archie to safety without losing too much water
- Kids can collect points when they feed and play with Archie and his friend in the Apple TV aquarium
- Parents can get points on their Apple Watch by answering true or false questions for their children

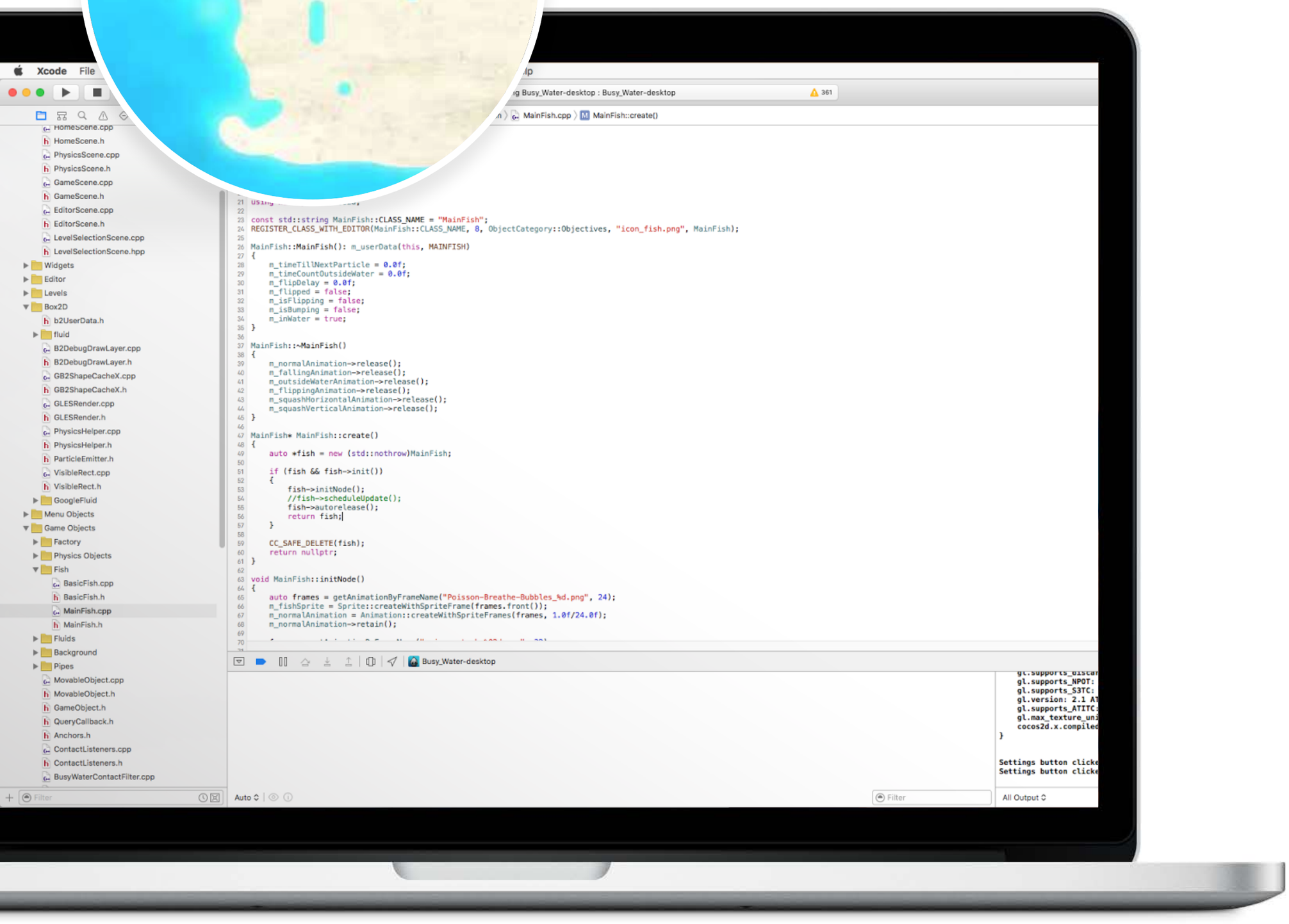
Try to replay a level by going through the map world.

You will be able to win the rest of the points you were missing.

TECHNOLOGY

Physics & Game extensions

Busy Water uses LiquidFun's powerful 2D water physics engine to smoothly simulate liquid flow. It calculates realistic water movement as well as vapour water while rendering it in a fun and colorful way.



TECHNOLOGY

Game Center / iCloud

The Game Center allows players to share their progress and synchronize it between multiple devices. Take advantage of Busy Water's powerful and intuitive «Build Mode» to get children on the path to game designing. Custom created levels can be shared easily so kids can test out their friends' creations.

Apple Watch

Apple Watch users will not be left out either. Parents will be able to keep an eye on their kid's fish and help them progress in Busy Water's amazing adventure.

Apple TV

An Apple TV companion app will also come alongside the iPhone/iPad game. Children will be able to feed Busy Water's main character, wash his aquarium and play exciting mini games with him to gain cool accessories for Archie!

APPLE TV

Take care of Archie

There are special tasks in the Apple TV Busy Water aquarium to help players earn points redeemable both for the TV app and the iOS game.

A Fish Friend

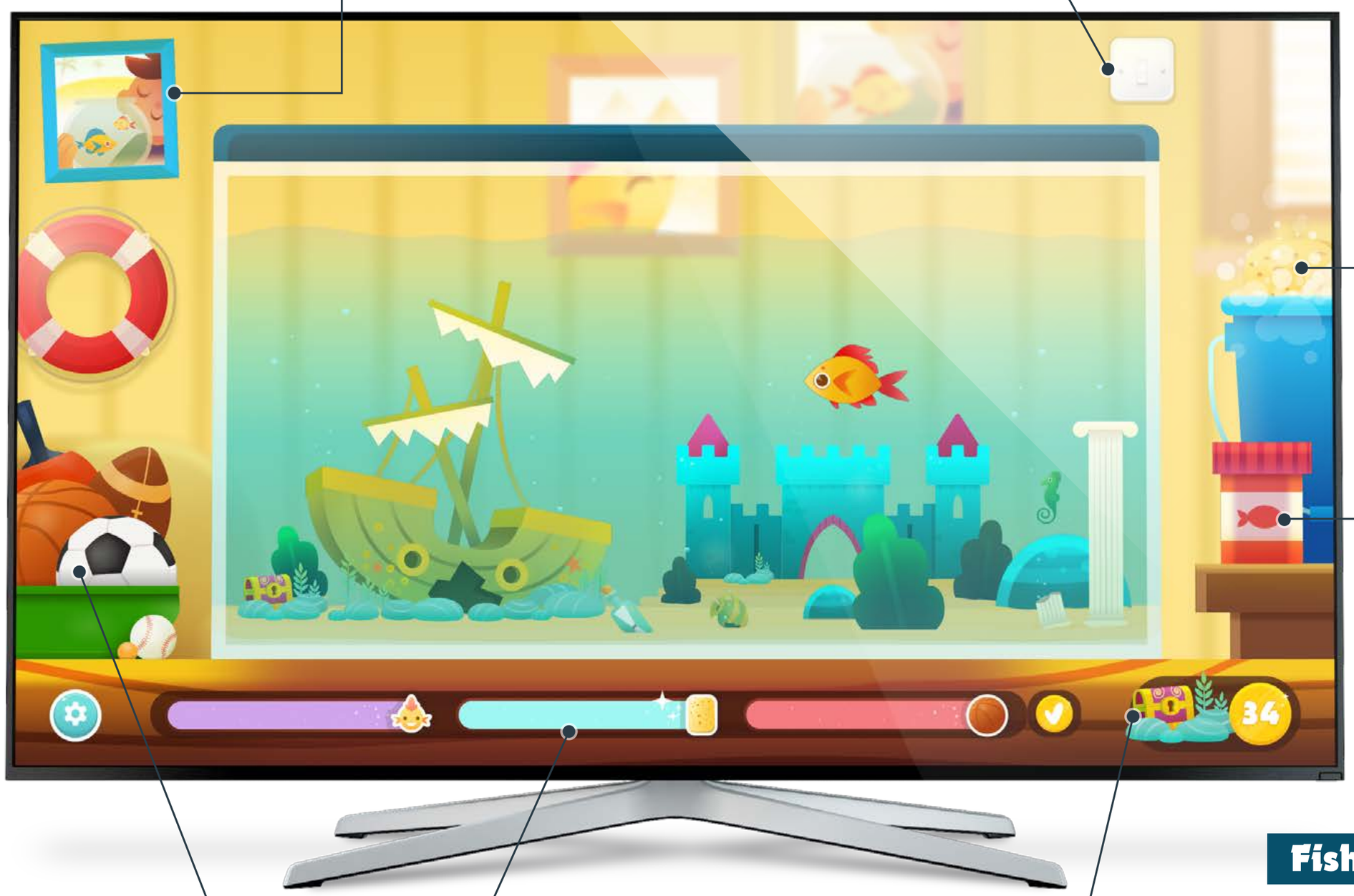
Her name is Alice. She helps Archie gain health when players make her swim around the tank.

A Light Switch

Turn the light on and off to make Archie fall asleep or wake up.

A Sponge & Bucket

Keep his tank sparkly clean so he stays nice and healthy for the water adventures.



Games

Lots of fun mini games to increase Archie's happiness level.

3 Trackers

Allows players to monitor Archie's happiness, cleanliness, and fitness levels.

Fish Food

Yummy bites to feed Archie... but be careful not to feed him too much!

Treasure Chest

Earn points by caring for Archie & redeem them from the treasure chest to decorate your aquarium.

A QUESTION FOR YOU

Smart like a fish?

Have you always thought fish were rather dumb?
If so, let us set you straight.

Evolutionary biologist & professor at the University of California, Santa Cruz, **Giacomo Bernardi** captured an usual behaviour from an Orange-Dotted Tuskfish. He witnessed the fish use its problem-solving skills moving a clam to a rock to smash it open. Using this smart technique, the fish was able to prey on 3 clams in only 20 minutes!

Zoologist of the University of Wrocaw in Poland, **Ukasz Pako** observed a similiar behaviour from a sixbar wrasse in captivity. The fish was given food pellets that were too hard and large for the fish to eat. This challenge didn't stop the smart fish! The zoologist was able to train the fish to use the tools around the aquarium to solve the problem.

We've trained our Busy Water fishes Archie and Alice to be smarter than the average goldfish! Archie can play basketball, baseball, soccer, badminton, and football. He also has been trained to jump through hoops. Alice is highly skilled in swimming fast and doing fun flips on command around their fish tank.

In fact, fish are rather smart!

EDUCATION

Understanding the Properties of Water

Water is everywhere and is essential for the development of life. Busy Water seeks to educate children on the importance of H2O.

The fish uses water to travel and breathe, but sometimes water can also hinder his progression, like when he is carried away by its current. Throughout the game, our mission is to deliver the message that water is a critical element on Earth that must be respected. The amount of water can also be reduced from one level to the next, highlighting that water is a scarce resource that should be protected and not taken for granted.

EDUCATION

Montessori & Water

Water plays a critical role in the Montessori method and that is why the States of H2O were put at the forefront of Busy Water.

Montessori programs emphasize the importance of manipulating water starting at a young age. Simple learning activities such as pouring water from one container to another is an example of this.

In Busy Water, children transfer, control and engineer water in every level, ultimately strengthening their agility and truly learning about the States of Water in a Montessori environment.

TEAMWORK

Our Experts

Jessica Lindsay

Jessica is a graphic designer and author of the hit game, Oquonie, with the help of her partner David. She designed the entire graphic environment of Busy Water.

Her designs are extremely appealing to the eyes and we knew that she would do a great job at bringing our vision to life. We were immediately hooked in her creative universe. We think her new life living on a boat in Vancouver was a definite inspiration ;)

Vincent Fliniaux

Vincent is the audio master behind Busy Water. Having already worked with him for our app Zen Studio, we knew that he would deliver great quality work.

He managed to create an inviting and engaging setting for kids to play in. This double bassist followed cats and even put a microphone in the toilet to capture unique sounds for the game. In short, he went above and beyond. Vincent truly captured the essence of Busy Water’s enticing world.

TEAMWORK

Our Expert Edoki

Marilyne Maugin

Montessori (AMI) certified Teacher

Our mission is simple: make learning fun! We think that Busy Water perfectly embodies this goal through its challenging, amusing and sometimes addicting levels. With a growing team of professional game developers and skilled Montessori teachers, Edoki Academy confidently delivers exciting new content and tools for kids to discover and learn with.

TEAMWORK

All the members

Alex Massé

Arnaud Girardin

Cecily Van Horn

Dayvi Khanna

Dong Wu Sourmais

Emmanuel Guyot

Francis Trudeau-Beaulieu

Gaël de Dorlodot

Jérémie Tessier

Johanna Henson

Jonathan Lefaucheur

Léa Tabary

Marc-Antoine Caron

Marc-Olivier Bélisle

Martin Vézina

Philippe Rosa-Pong

Rémi Milleret

Sylvain Lumbroso

Valérie Touzé

&

Jean-Philippe... Poisson!

EDOKi
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THINK OUTSIDE THE TANK

Thank you

GAME BY **EDOKI ACADEMY 2016**