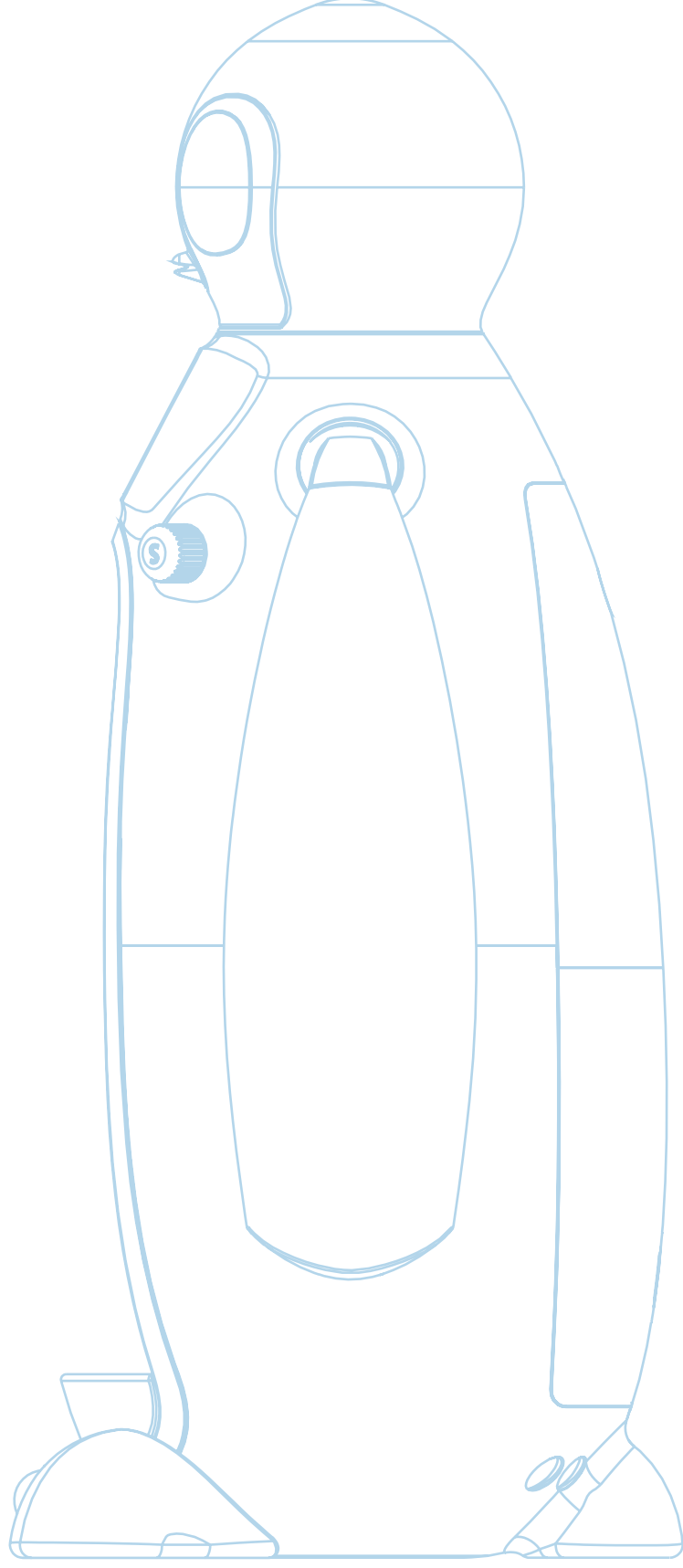


USER MANUAL

Splashy



DESIGN&ROBOTICS

12° edition, 2024

Professors:

Andrea Bonarini, Maximiliano Romero

Tutors:

Federico Espositi

Group 3

Sofia Maria Ciccio

Davide Grazzani

Gianluca Miglietta

Enrico Virgili

INDEX

1 introduction

2 how to start

3 how to use

4 emotions



introduction

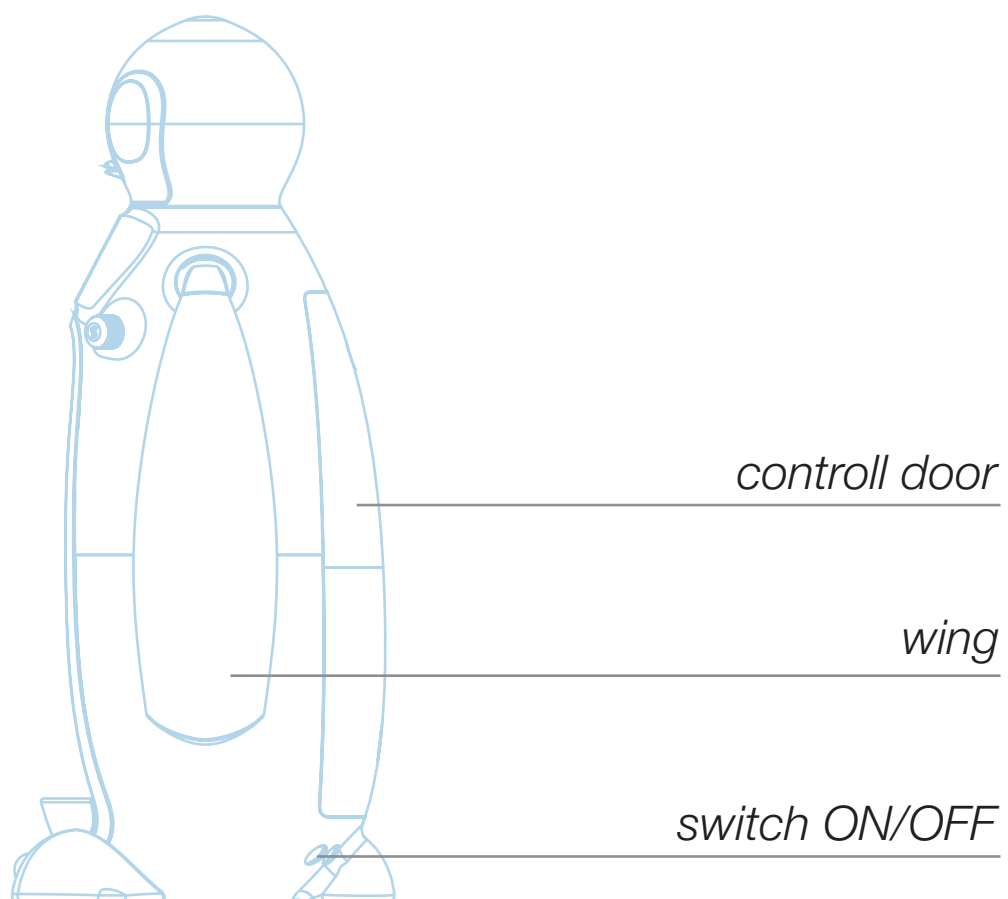
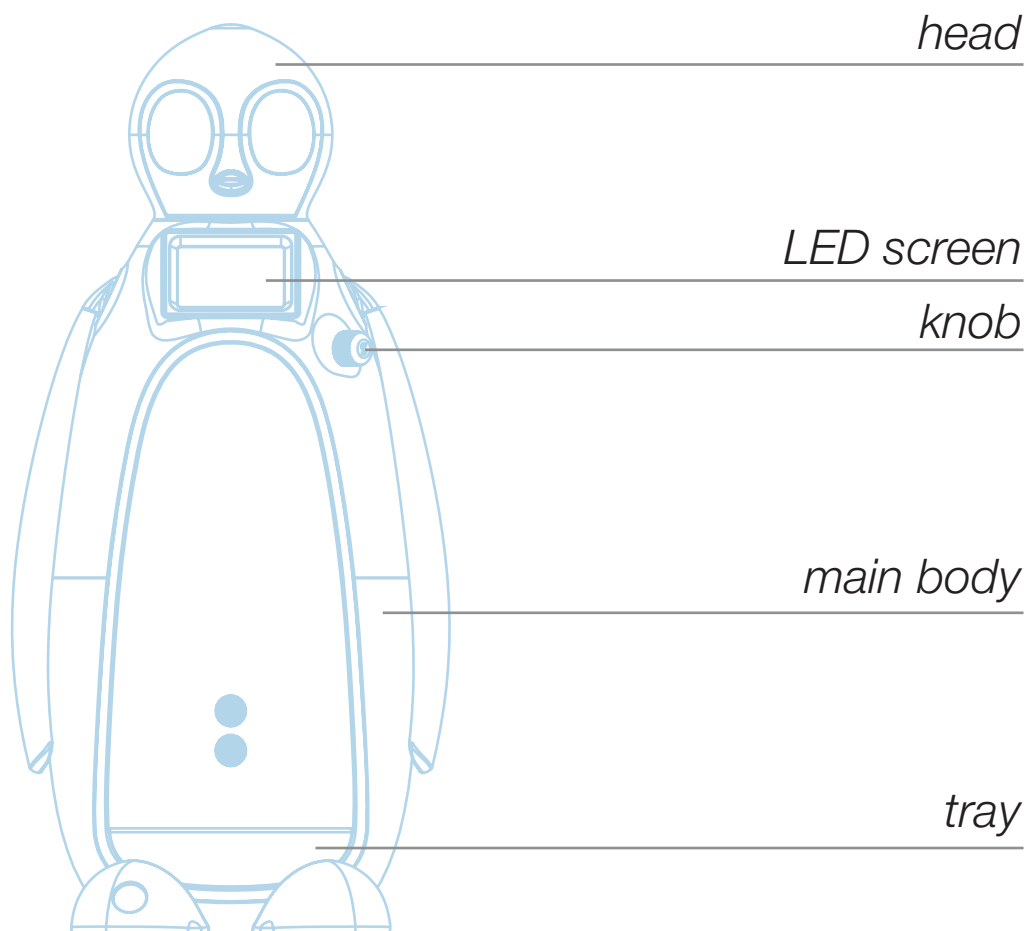
who is Splashy?

Splashy: Refill your Water Bottle, Refresh the Planet!

Splashy is an innovative water dispenser, designed to be usable by anyone in many contexts, but with a strong sustainable objective. The idea of Splashy was born from the need to change an incorrect and harmful behavior for the environment: the continuous use of plastic bottles. This behavior contributes significantly to our planet's CO2 footprint. Splashy wants to encourage you to constantly use the water bottle, thus performing a positive action for the environment, making the experience more engaging and pleasant than usual.

Thanks to its intuitive and attractive interface, its attractive design and integrated gamification elements, Splashy incentivizes you to come back and use the service. Automatic and super-fast refilling of your water bottle makes Splashy not only a sustainable option, but also convenient and fun.

Main components

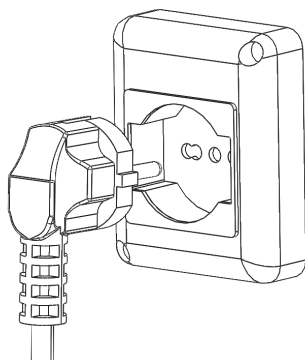
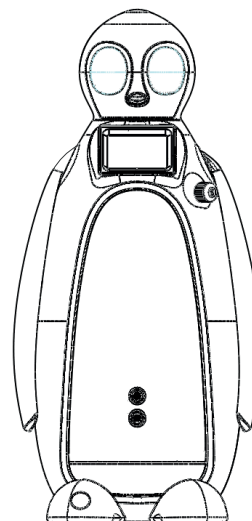




how to start

1

Take from the box Splashy.
The robot doesn't need any
kind of assembly. You can start
to use immediately!
Place the robot on a stable
surface.

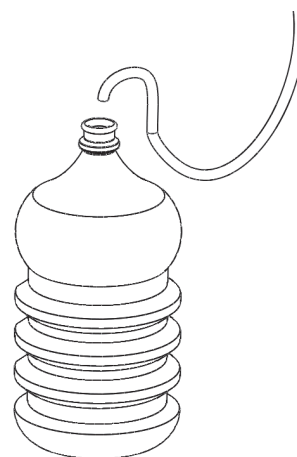


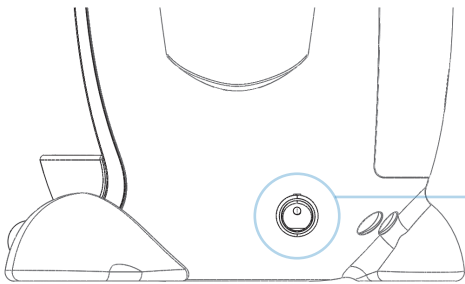
2

Plug the Schuko cable into the
electric socket.

3

Put the water pipe into the
gallon.



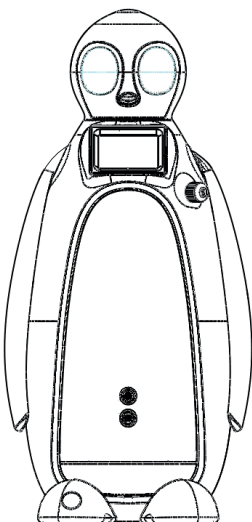
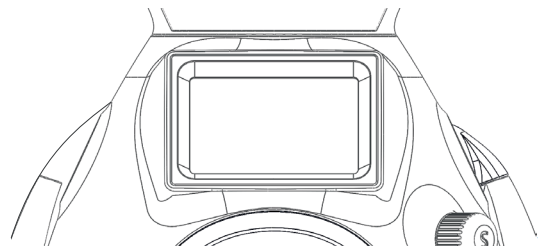


4

Turn on the robot from the switch

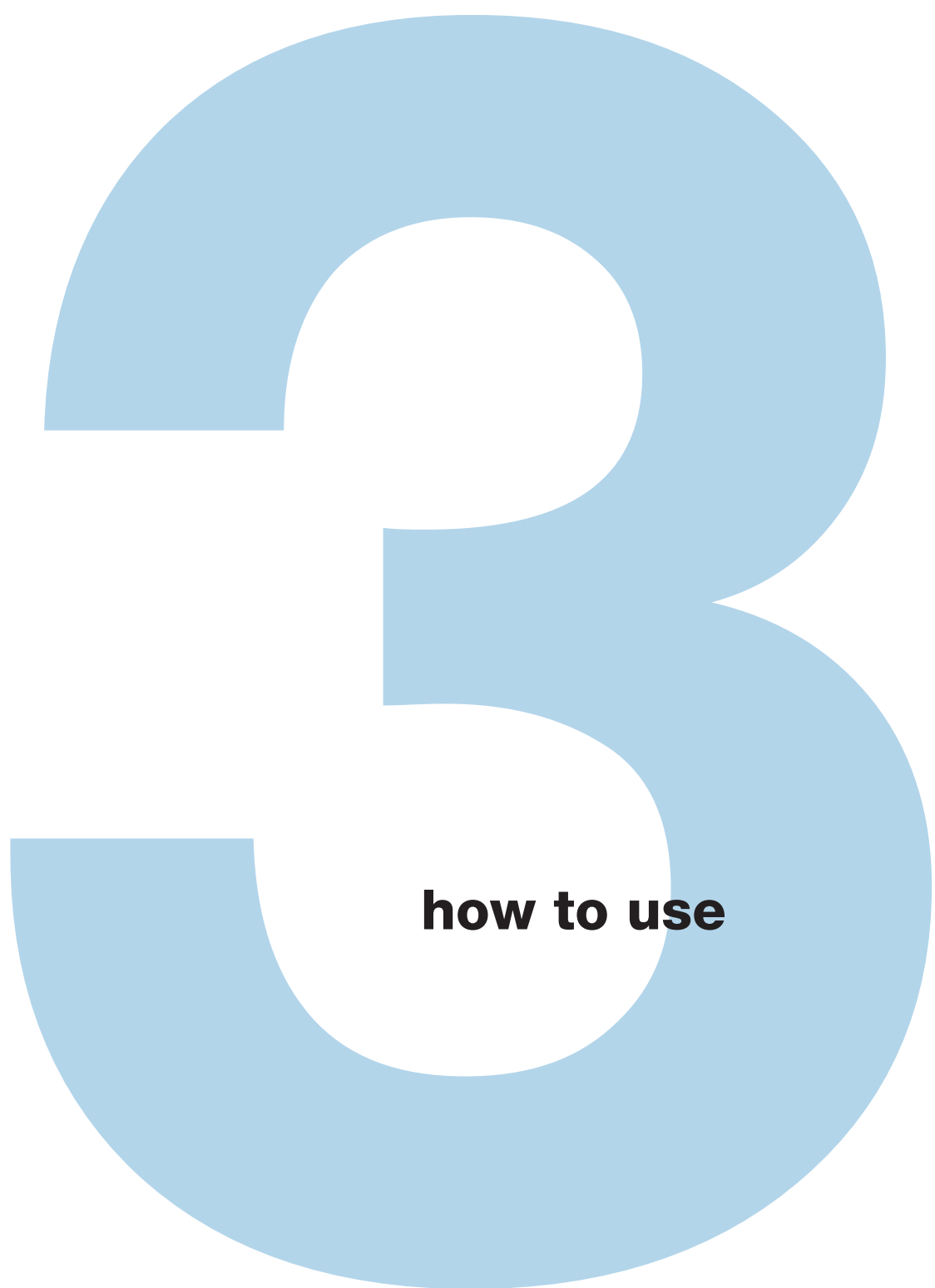
5

Wait until the screen shows the ranking



6

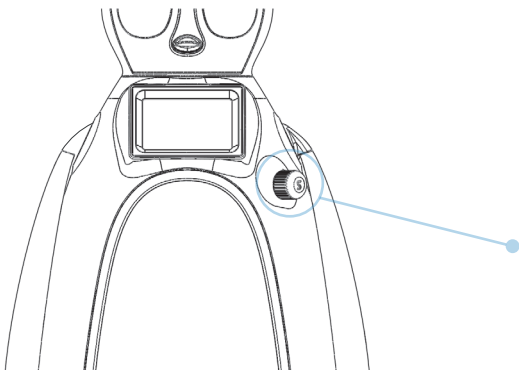
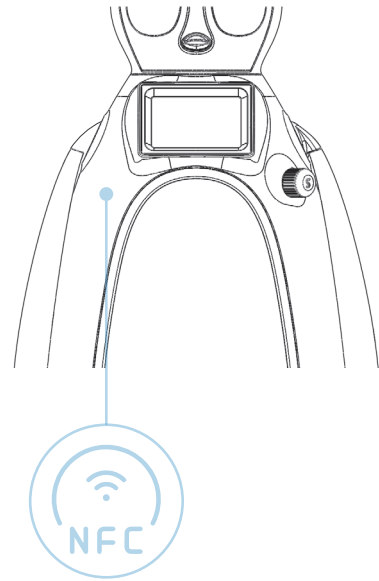
Now you can freely use the robot!



how to use

1

Scan your NFC tag.



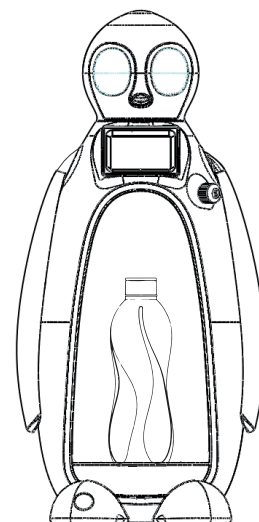
2

Select the amount of water

0.2 l
0.5 l
0.7 l
1 l

3

Insert the bottle.
Wait until the pouring stops
when a selected amount of
water has been reached, OR
take out your bottle, the
pouring will stop automatically.
Now you can drink!

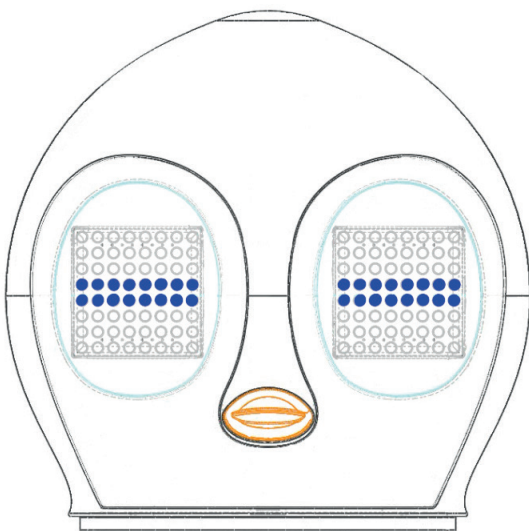
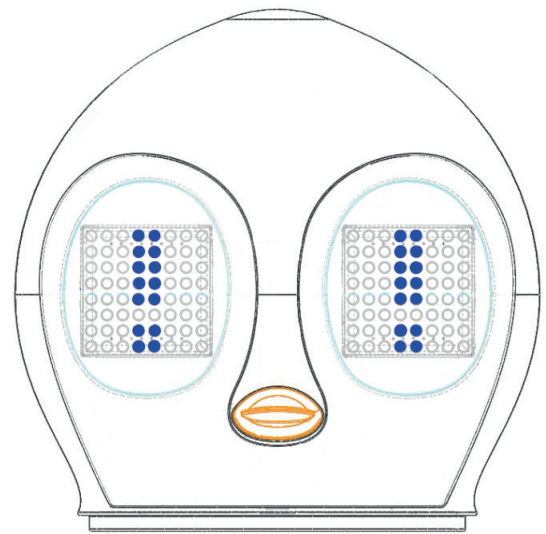




emotions

1

In the **attraction phase**, the penguin moves its head in search of people and two exclamation marks appear.

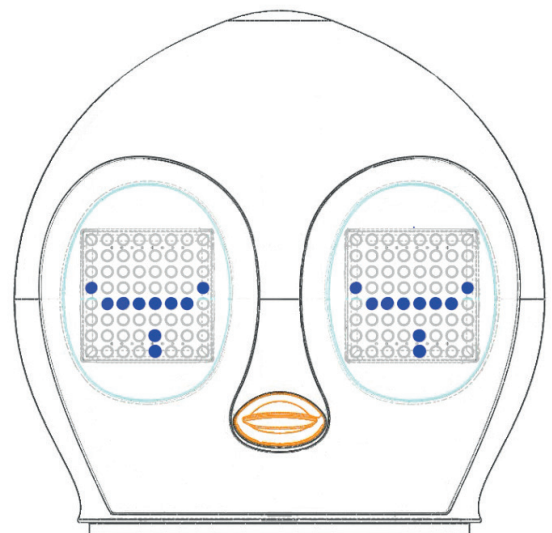


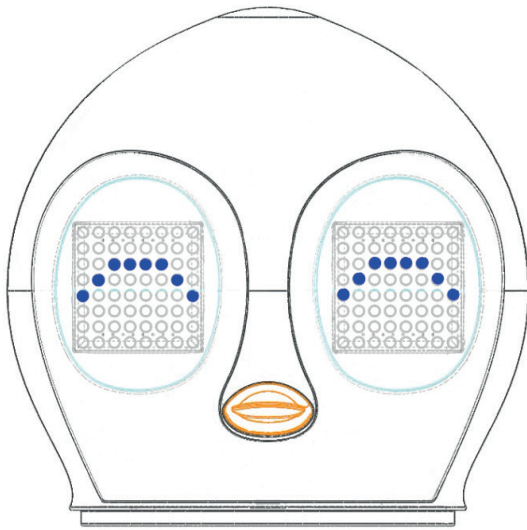
2

In the **petting phase** which takes place on the head, the penguin appears satisfied.

3

The **sadness phase** occurs when no one approaches the penguin and fills the water bottle, first he is sad and then he cries.





4

The ***happiness phase*** occurs when someone fills the water bottle, when someone approaches and after every 5 bottles filled

5

During the ***water refill phase***, the eyes become two hearts that fill gradually, until they are completely full when they flash and it is possible to remove the bottle

