

LEVELS	CHARACTERS	BEFORE GAMEPLAY	GAMEPLAY	END OF THE LEVEL
1	Wood, hammer, nail.	We see a family thinking about going to an adventure. Everyone seems worried. There is a ship in the background in a bad position. It needs repairing. After seeing the scene, a question appears on the screen: Would you like to help the family sail?	We have three buckets for three objects. When the first object comes in to the screen, we tell the player to tap the screen to place the object in the correct bucket. This is a simple level where the player learns the basics.	After the level is completed, we see a pop-up that'll show us the ship repaired and shining. At the end, a window pops up for the player to name their family. After they name the family, the rest of the game we will be calling the family with that name.
2	Pile of clothes. T-shirts, socks, and pants.	We see a dirty pile of clothes and we see the family stands in the corner worried. After this scene, a question appears on the screen saying: Can you help the family put their clothes on for the adventure?	We'll see the clothes in BUBBLES. The buckets are on the top. The player taps to fill the buckets with correct clothes. It is another simple level.	At the end of the level, we see an animation of the family with their new clothes and ready to sail.
3	Three different kinds of fishes. Example: Salmon, sardines, tuna.	We see a picture of the family hungry. There can be some sounds coming out of their stomach like 'grrr'. We see that on the drawing. The question appears: Can you help the family fish?	Three different kinds of fish. Three buckets. The scene is the boat as usual.	We see a table ready to eat. There are the fishes the player collected on the table. There may be some salad, dressing sauce, and something to drink on the table.
4	Three different kinds of fishes.	There is no scene before the level. We just see the current level number and go straight to gameplay.	Three different kinds of fish. Three buckets. The scene is the boat as usual.	The level ends with bubbles coming up to the screen from the bottom and take us to the main page.
5	Three different kinds of fishes.	There is no scene before the level. We just see the current level number and go straight to gameplay.	Three different kinds of fish. Three buckets. The scene is the boat as usual.	The level ends with bubbles coming up to the screen from the bottom and take us to the main page.
6	Three different kinds of fishes. ONE UNWANTED ITEM. EEL BUFF.	There is no scene before the level. We just see the current level number and go straight to gameplay.	Three different kinds of fish. Three buckets. The scene is the boat as usual. The player SHOULD NOT TOUCH THE UNWANTED ITEM AT ALL. We collect an EEL BUFF by tapping twice. When the eel buff comes to the screen, we show the player that he/she needs to tap twice to collect the eel buff.	The level ends with bubbles coming up to the screen from the bottom and take us to the main page. When we get back to the main page, we see a pop-up window. There we will teach the player how to use the EEL BUFF.
7	Three different kinds of fishes. MONSTER IN A BUCKET DEBUFF.	There is no scene before the level. We just see the current level number and go straight to gameplay.	Three different kinds of fish. Three buckets. The scene is the boat as usual. One of the buckets are shaking and there is an octopus arm coming out of it. At the beginning of the level, we zoom in to that octopus and tell the player to use their eel buff to get rid of the octopus. They drag the eel buff to the bucket and we see the animation.	The level ends with bubbles coming up to the screen from the bottom and take us to the main page.

8	Three different kinds of fishes. SLOWING DOWN BUFF.	There is no scene before the level. We just see the current level number and go straight to gameplay.	Three different kinds of fish. Three buckets. The scene is the boat as usual. The player gets a SLOWING DOWN BUFF in this level.	The level ends with bubbles coming up to the screen from the bottom and take us to the main page.
9	Three different kinds of fishes.	There is no scene before the level. We just see the current level number and go straight to gameplay.	Three different kinds of fish. Three buckets. The scene is the boat as usual.	The level ends with bubbles coming up to the screen from the bottom and take us to the main page.
10	Rocks. (Can use the slowing down buff)	There is a dog fell in the sea, between rocks. The scene as it follows: The dog is on the left, the boat is on the right. The dog's front paws are on a rock, but the body is under the water. The family is on the boat, the child yells 'Oh my god! There is a dog there! We need to help!'.	There are three different kinds of rocks that we need to place in three different buckets. This level is much more FASTER than the other levels because the player tries to rescue the dog. The player can use the slowing down buff here. After collecting enough rocks, the level will be completed.	We see the family, and the child has the dog wrapped in a blanket in his/her arms. We see them happy, and the dog is happy too. Now the family have a dog. We see a window where the player names the dog.
11	Three different kinds of fishes.	There is no scene before the level. We just see the current level number and go straight to gameplay.	Three different kinds of fish. Three buckets. The scene is the boat as usual.	The level ends with bubbles coming up to the screen from the bottom and take us to the main page.
12	Three different kinds of fishes.	There is no scene before the level. We just see the current level number and go straight to gameplay.	Three different kinds of fish. Three buckets. The scene is the boat as usual.	The level ends with bubbles coming up to the screen from the bottom and take us to the main page.
13	Three different kinds of fishes. EEL BUFF.	There is no scene before the level. We just see the current level number and go straight to gameplay.	Three different kinds of fish. Three buckets. The scene is the boat as usual. The player gets an EEL BUFF in this level.	The level ends with bubbles coming up to the screen from the bottom and take us to the main page.
14	Three different kinds of fishes. MONSTER IN A BUCKET DEBUFF.	There is no scene before the level. We just see the current level number and go straight to gameplay.	Three different kinds of fish. Three buckets. The scene is the boat as usual. One of the buckets are shaking and there is an octopus arm coming out of it.	The level ends with bubbles coming up to the screen from the bottom and take us to the main page.

15	Three different kinds of fishes.	There is no scene before the level. We just see the current level number and go straight to gameplay.	Three different kinds of fish. Three buckets. The scene is the boat as usual.	The level ends with bubbles coming up to the screen from the bottom and take us to the main page.
16	Three different kinds of fishes.	There is no scene before the level. We just see the current level number and go straight to gameplay.	Three different kinds of fish. Three buckets. The scene is the boat as usual.	The level ends with bubbles coming up to the screen from the bottom and take us to the main page.
17	Three different kinds of fishes.	There is no scene before the level. We just see the current level number and go straight to gameplay.	Three different kinds of fish. Three buckets. The scene is the boat as usual.	The level ends with bubbles coming up to the screen from the bottom and take us to the main page.
18	Cleaning brush, soap, a bottle of cleaning product. Three unwanted item, may be a seahorse.	We see the boat dirty and needs cleaning. The family looks worried. There is a question on the screen: Can you help the family clean the boat?	The player tries to collect the objects in correct buckets. The player <b>SHOULD NOT TOUCH THE UNWANTED ITEM AT ALL.</b>	At the end of the level, we see an animation of the boat clean and shining.
19	Three different kinds of fishes. Two unwanted items.	There is no scene before the level. We just see the current level number and go straight to gameplay.	Three different kinds of fish. Three buckets. The scene is the boat as usual.	The level ends with bubbles coming up to the screen from the bottom and take us to the main page.
20	Three different kinds of fishes. Two unwanted items.	There is no scene before the level. We just see the current level number and go straight to gameplay.	Three different kinds of fish. Three buckets. The scene is the boat as usual.	The level ends with bubbles coming up to the screen from the bottom and take us to the main page.
21	Three different kinds of fishes. Two unwanted items. REPAIRING BUFF.	There is no scene before the level. We just see the current level number and go straight to gameplay.	Three different kinds of fish. Three buckets. The scene is the boat as usual. The player gets a repairing buff here.	The level ends with bubbles coming up to the screen from the bottom and take us to the main page.

22	Paper, water bottle, plastic bags. There will also be fish that swim around.	We see the ocean dirty with all kinds of trash. The family looks sad. The question appears: Would you like to family clean and recycle the ocean?	The objects floating in the ocean very FAST. The player tries to tap the screen to collect them in correct buckets.	We see three buckets of to-be-recycled items. The family looks very happy.
23	Three different kinds of fishes. Two unwanted items. TIMER DEBUFF.	There is no scene before the level. We just see the current level number and go straight to gameplay.	Three different kinds of fish. Three buckets. The scene is the boat as usual. There is a TIMER in the corner and everything is A LOT FASTER in this level. The player should act fast.	The level ends with bubbles coming up to the screen from the bottom and take us to the main page.
24	Three different kinds of fishes. Two unwanted items. ONE BUCKET IS LEAKING.	There is no scene before the level. We just see the current level number and go straight to gameplay.	Three different kinds of fish. Three buckets. The scene is the boat as usual. One bucket is LEAKING. At the beginning of the level, we zoom in to that bucket. The player realizes through the game that she/he cannot collect fish in that bucket, so she/he uses the REPAIRING BUFF.	The level ends with bubbles coming up to the screen from the bottom and take us to the main page.
25	Cleaning brush, soap, a bottle of cleaning product. Three unwanted item, may be a seahorse.	We see the boat dirty and needs cleaning. The family looks worried. There is a question on the screen: Can you help the family clean the boat?	The player tries to collect the objects in correct buckets. The player SHOULD NOT TOUCH THE UNWANTED ITEM AT ALL.	At the end of the level, we see an animation of the boat clean and shining.
26	Three different kinds of fishes. Two unwanted items.	There is no scene before the level. We just see the current level number and go straight to gameplay.	Three different kinds of fish. Three buckets. The scene is the boat as usual.	The level ends with bubbles coming up to the screen from the bottom and take us to the main page.
27	Three different kinds of color. Blue, red, and yellow.	We see the boat and we see the family thinking. The child says 'Hey dad! Can we change the color of our boat?' Then we see the question: Can you help the family paint the boat?	We see three different paint on the top and there are three different buckets on the bottom. As the tubes passes one by one, the player needs to tap to get the right color in the right bucket.	We see a pop-up window where we want the player to choose the new color of the boat. After the player chooses a color, we see the boat in the new color shining. The family is happy.
28	Wood, nail, hammer. There will be dog toys jumping around which are unwanted items.	We see the boat leaks some water in. And we see the family very unhappy. The question appears: Can you help the family repair the boat?	The player tries to collect the objects in correct buckets. The player SHOULD NOT TOUCH THE UNWANTED ITEM AT ALL:	We see the boat repaired and ready to sail again. We see the family happy.

Wood, nail, hammer. Three unwanted items. One special rock.

The family comes across to an island where there is a family with a very bad boat. They say they are stuck in this island because they couldn't repair their boat. Question: Do you want to help this family?

The player tries to collect the objects in correct buckets. The player SHOULD NOT TOUCH THE UNWANTED ITEM AT ALL. In this level, the player gets A SPECIAL ROCK in between the items.

At the end, we see the other family happy in their own boat and our family happy in their own boat. After that, we see a pop-up page where we explain this special rock to the player. When used, it fills a bucket suddenly and the player do not need to collect any more item for that bucket.