Corona SDK:

Corona SDK download/registration (just register as a Trial user):
https://developer.coronalabs.com/user/login?destination=downloads/corona-sdk

Most of the code is simply written in your favorite code editor as .lua files. The download from Corona is simply the simulator/debugger, which uses project directories containing those .lua files.

Corona API:
http://docs.coronalabs.com/api/

Corona "Ultimate config.lua file":
http://www.coronalabs.com/blog/2012/12/04/the-ultimate-config-lua-file/

Corona Memory management:
http://www.coronalabs.com/blog/2011/08/15/corona-sdk-memory-leak-prevention-101/

Corona Physics:
http://developer.coronalabs.com/content/game-edition-box2d-physics-engine

Corona subfolder file/resource management issue:
http://www.coronalabs.com/blog/2011/10/06/daily-build-feature-lua-files-in-folders/

Mercurial:
Mercurial Tutorials:
http://mercurial.selenic.com/wiki/Tutorial
http://hginit.com/index.html

Repo link:
https://bitbucket.org/Schoolseph/cs-470-project

LA Aqueduct:
Data site:
https://www.ladwp.com/ladwp/faces/ladwp/aboutus/a-water/a-w-losangelesaqueduct/a-w-laa-laaqueductconditionsreports?_afrWindowId=null&_afrLoop=562853100518000&_afrWindowMode=0&_adf.ctrl-state=jdz8qscna_4#%40%3F_afrWindowId%3Dnull%26_afrLoop%3D562853100518000%26_afrWindowMode%3D0%26_adf.ctrl-state%3Dhmu79q8ke_4

Wordpress:
http://aqueductfutures.wordpress.com/

Map:
http://i.imgur.com/0EbRINI.jpg

History:
http://wsoweb.ladwp.com/Aqueduct/historyoflaa/

http://mavensphotoblog.com/2011/12/13/southern-californias-first-water-project-the-los-angeles-aqueduct/

Graphics:
Earthtone palette: http://www.colourlovers.com/palette/2808203/Caramel_Goodies
aquatica palette: http://www.colourlovers.com/palette/2808202/Aquatica
Green: http://www.colourlovers.com/palette/443995/i_demand_a_pancake

Lua:
Lua OOP:
https://github.com/kikito/middleclass
Load Save:
http://omnigeek.robmiracle.com/2012/02/23/need-to-save-your-game-data-in-corona-sdk-check-out-this-little-bit-of-code/