Only 2 things I can see that could be wrong:

1, you put fog and did compute vertex solve which gave it that white luster.

What I usually do, is put the water seperate from the actual map, compute vertex solve the map, then add the water, so it wont have the white effect.

The other thing I can see might be wrong is that you don't have the texture in your EditorCache Folder in your level's directory.

Take all the textures used in the water, and copy them into that folder then try and run it.