Weebu

Crashed in Lebanon

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What is Weebu?

- Weebu is a point and click game that challenges the brain with interactive puzzles.
- Weebu, an alien, crashed into Earth, and he will have to find a way to fix his spaceship and get back to his planet.
- Weebu must pickup objects and use them with the environment, if applicable, in order to move to the next level.
- Weebu must think logically in order to be able to get through.
How will it end up?

- **Weebu** will pass through key points in Lebanon, like Jbeil, Beirut, Jnoub, Baalbak, Jeita and other famous landmarks in Lebanon to make the user get more familiar with Lebanon.
- As **Weebu** advances in stages, puzzles will become harder. This will make the user get more attached to the game in order to prove that he can do it and advance.
- When the game will be fully developed, it will be placed on several platforms such as Apple Store, Android Market, Windows Marketplace ... (since Unity, the game engine we are using, supports multiplatform gaming).
- This will be the first **Weebu** game. Soon, **Weebu** will return to Earth because he liked Lebanon, but he wants to discover other countries, example: **Weebu** visits France, **Weebu** dances in Brazil...
- We intend to pick other countries according to fan votes. On our application page, we use their comments as votes for the next country which **Weebu** will visit.
User Experience

- **Weebu** is an addictive game that challenges the brain of the user playing the game.
- The user will get attached to **Weebu**, because he will be a friendly, funny and unique character that will make the user want to know what Weebu can do.
- Some of the items are there to enhance the user’s experience; objects that do not help in advancing through the game, but will make the user enjoy more.
- User will get to know more about Lebanon and other countries.
- User will hope that his country will be selected next making him even more attached.
Soon to develop

- Level 2
- Idle functions and smoother movement.
Weebu has to find truck manual from here (the dump).

If Weebu gets here, this map will open automatically. The map will be explored as Weebu walks through it, i.e.: he can’t solve it backwards. The map will be 3D (there will be bridges and tunnels and main roads). Weebu will have to reach the city.
If Weebu finds the manual, he will be able to know how to move the gear in order for the truck to move to the intersection.

Key must be turned in order to advance.

Weebu must be able to connect wires from one side to the other. 2 Blue, 2 Yellow should be connected with their respective colors on the other end. And the user must find a way to join both colors to get to Green.

When pressed, random music will be played.