One-sheet summary / executive summary / one-pager

Title: Bender: Doomed World

Genre: third-person RPG

Big Idea:

In this game you play as Bender from TV show Futurama. You are placed in an open world and you can basically do what you want. You are cruising through the city, destroying everything around and collecting stuff that can give you some upgrades. The game is based on the concept of achievements and small challenges (time, spatial). The game would be in long production (DLCs) by the continuous integration of new concepts and features. We try to base this concept on Futurama`s twisted sense of humor.

Target Audience: Futurama fans. Everyone who wants to enjoy life as Bender.

Category: Similar to genre. Inspired by the game Goat simulator, an open world exploration game that focuses on Futurama character Bender and his lifestyle. Singleplayer with modular principle of adding new content like challenges and objectives.

Platforms: PC

Play Mechanic: open world destructive, puzzles, achievements

Technology: what unity will be able to support

Key Features: destructive world, challenges, achievements, exploring the world