Game Title: Furniture Deconstructor Simulator

Genre: Simulation

Platforms: Windows PC, Linux.

ESRB Rating: Teen

Intended Audience: Teenagers and Up.

Background Information:

Bob is a normal human being with a normal 9-5 job. Bob loves to drink over to weekend as he is incredibly bored while at home. With no TV, books, or roommates to keep him busy, Bob needed a hobby. As he is drinking away his problems over the weekend as per usual he comes up with a brilliant idea. “Why not take apart all of my furniture and then put them back together again?” Bob now has a goal / hobby in mind to keep him busy while he’s not working his ass off at his job.

Gameplay:

This is a VR Furniture Construction Simulator which has an assortment of levels which tasks the player with taking apart furniture and then putting it back together. The earlier levels has players completes this task with simple furniture as a chair or a table. The game increases in difficulty when bigger and more complicated furniture is presented to the player until all of Bob’s furniture has been reconstructed.. Because this is a VR game, we do expect the player to end up exhausted at the end of their play session.

Key Aspects:

* Tasks the player with deconstructing furniture as well, instead of the usual construction games.
* Our main character Bob has a unique goal which translates into a unique level design not currently found in other VR games.