Plot you are a human imbued with a power that allows you to undergo metamorphosis, taken and trained in a secret facility to fight against an evil AI attempting to kill humanity.

This is planned to be a roguelike action game where you are undergoing training on how to use your powers.

List of Metamorphic changes the player can undergo  
  
-Centaur Form  
-Extra Arms

-More Eyes

-Enhanced Senses  
-Wings?  
-Weapons on/as Limbs?  
-scales  
- Tougher Heart(increases Health )  
- Fire Breath  
- Active camouflage  
  
  
Things to add sounds to  
-Background music  
- attacking  
- Being hit  
- Walking?  
  
  
Particle affects

- Fire breath

Enemies  
- Robots  
- base them on player powers, so fire breathing ones and so on. Less work for more fun.  
  
Mechanics  
- Some Stealth sections maybe? Stealth as an option?