The player is a snake that has a sword tapped to it’s tale. There are enemies that attack the snake with swords. There are enemies that attack the snake with lasers. The snake can pick up armor that will defend it.

Rougelike?

Binding of Isaac style level layout

Random generation (based off presets)??????????

3 lives? can pick up more!

Stick things to your snake, armor or weapons (UI? Ram part of your body into it? Drag it onto them?)

Get longer? Easier to hit, but has more spots for weapons!