Big Red Boot game concepts.

Content:

Greyscale the Dragon

After being killed once no longer appears (Maybe a lesser dragon)

Second or third time upon entering his dungeon since you’ve taken all his loot you now see a room you didn’t before that leads to a new harder boss.

Permadeath?

Greyscale -> Color the farther you get into the game.

Multiple zones.

Procedural generation?

Main character is a mage with class splits at checkpoints.

Aim for 3 worlds + bonus 4th.

One punch man: Must live ten seconds then you kill everything instantly

Map hazards.

You are the person consuming color.