

- Robots
  - Fight other robots and take their parts
    - Similar to “The Surge” game mechanic of severing enemy body parts you want for yourself(except maybe less intricate)
      - <https://www.youtube.com/watch?v=hdhDFTrKh7c>
    - Setting could be future post-apocalyptic or it could be something completely wild like under the sea or space where physics can be toyed around with
- Supernatural
  - ghosts/vampires/werewolves
    - Creatures consume each other and become stronger
      - Post-apocalyptic setting
      - Ancient Forest setting
      - Medieval setting
  - Wizards
    - Steal magic from other wizards and parts from magical creatures
      - heart of a stone golem, horn of a unicorn, etc.
      - Other wizards/witches may have magical artifacts that you pick up upon their defeat
- Whale/sea creatures
  - Inhales other sea creatures and wanders the ocean
  - Try to avoid getting swallowed by larger or deadlier creatures via ???
- A flying meteor in space
  - Collides with other meteors and objects to gain special properties
    - I.e. Flaming meteor when collision with certain stars
      - Flame causes bodies that the meteor collides with to explode
        - Those explosions can cause more explosions and can chain(upgraded ability)
  - Grow bigger by colliding with other meteors, avoid bodies that are larger or more dangerous
    - Larger Black holes, supernovas, etc.
  - Meteor is heading towards the center of the Galaxy
    - Things are less bunched up and dangerous on the outer areas, gets more bunched up and harder as you move closer towards the center

- Cell organism
  - Similar to cell stage of Spore: <https://youtu.be/HzaFrQUdgi0?t=191>
  - Goal is to keep growing and not die to other predators
  - Start as a microscopic cell and grow larger and more distinct
    - Possible ways to develop:
      - Grow larger
      - Gain limbs
      - Gain more sensory tools(eyes, teeth, ears, etc.)
      - Swallow certain kinds of life forms to gain new organ features(phagocytosis leading to new internal organs)
        - Being able to have more limbs, can grow faster, etc.
  - Could also have temperature, salinity, pH, etc. affect gameplay and make certain areas harder to reach until the cell can survive those environmental dangers