This sounds like a great idea for a 2D dungeon crawler with a simple but engaging goal structure. Let's break it down step by step to help it come together:

**Game Concept:**

* **Main Objective**: Navigate through 3 themed rooms, clear enemies or challenges in each room, and collect keys. Once you have all three keys, you can access the final door to win the game.

**Game Design Breakdown:**

**1. Rooms and Themes:**

* Each room should have a distinct **color theme** or environmental characteristic to make each room feel unique.
* You could create a simple progression of difficulty or challenge across these rooms.

Examples of room themes:

* **Room 1 - Red**: A fiery or lava-themed room filled with aggressive enemies (maybe fire-based or faster-moving enemies).
* **Room 2 - Blue**: A cold or icy room, with slippery floors or enemies that freeze the player on contact, requiring more precise movement.
* **Room 3 - Green**: A toxic or nature-themed room with traps like vines or poisonous water, where enemies might regenerate or be difficult to kill.

Each room should have:

* **A central challenge or enemy**: These could range from puzzles, waves of enemies, environmental hazards, etc.
* **A key**: After defeating the challenge or enemy, the key (perhaps hidden in the middle or dropped by the final boss of that room) will unlock the next stage or the main door.

**2. Core Mechanics:**

* **Player Movement**: Simple 2D movement (up, down, left, right) with basic attack or interaction mechanics (e.g., sword swing, shooting, or puzzle-solving).
* **Key Collection**: Each room's challenge should culminate in obtaining one of the three keys. The keys could have a visual design that matches the room’s theme (Red key for the Red room, etc.).
* **Enemies**: Vary the type and behavior of enemies across the rooms. For example:
  + **Room 1 (Red)**: Aggressive enemies that deal high damage.
  + **Room 2 (Blue)**: Slow-moving enemies but with freezing effects.
  + **Room 3 (Green)**: Regenerating enemies or enemies with armor.

**3. The Special Object:**

* In this case, the **keys** could be considered your "special object." They can be used to unlock different rooms or the final exit.
* You could also add a twist where, in each room, there are special objects (like a power-up or a health potion) that make the challenges easier or help the player get through the level faster.

**4. Main Door (Exit):**

* Once the player collects all three keys, they can unlock the final **Main Door** to escape the dungeon and win the game.
* The final room could have a final challenge or puzzle, like a mini-boss, that makes getting to the door more interesting.

**5. Difficulty Scaling:**

* As players progress through the rooms, the difficulty can gradually increase. You can do this with tougher enemies, more complex environmental challenges, or more enemies to deal with at once.

**Next Steps:**

1. **Art Style**: Choose a pixel-art style for simplicity and quick iteration or a hand-drawn style if you have more time to polish it.
2. **Prototype**: Build the core gameplay loop—player movement, enemy interaction, and key collection.
3. **Testing**: Once you have a working prototype, playtest it to make sure the difficulty is balanced and that players understand the core mechanics quickly.