The idea for the game is that the the game is being slowly deleted, and enemys that have went into the void or a deleted part of the game get corrupted. To survive the character must collect pixels from dropped enemies as more and more of the game gets corrupted, so if we were to make a story it would be like this. The character realizes the games being deleted and as they survive they encounter creatures corrupted by the void that want to gain their life back by stealing the players pixles. At the end the character using the pixels they’ve collected expend what they have to drive back from being deleted.

* Act I – The protagonist lives peacefully in a small, vibrant world until they begin noticing strange anomalies: objects flicker, terrain disappears, and entire areas collapse into a spreading void.
  + Inciting Incident: The protagonist discovers that their world is slowly being deleted, pixel by pixel, as the void expands and consumes everything in its path.
  + Plot Point 1: Creatures damaged by the void return corrupted, now hostile and desperate to steal the protagonist’s piece of the game to regain their existence, forcing the protagonist to fight back for survival.
* Act II – As the void spreads further, the protagonist is pushed into increasingly hostile and unstable regions. With safe zones shrinking and corruption intensifying, survival becomes harder.
  + Plot Point 2: The protagonist must battle new powerful corrupted creatures which contain massive parts of the games code and data. With each collected part of the game and the various enemies defeated they collect their pixels to prevent themselves from corrupting, but doing so causes gradual changes within themselves — becoming stronger yet slower do to them baring more information than they can handle, which makes them an even greater target for more enemies.
* Act III – Reaching the end of the collapsing world, the protagonist faces the final wave of corrupted creatures as the void threatens to consume everything. In a desperate final act, the protagonist uses all the collected parts of the game to release a powerful surge of energy, pushing the void back and partially restoring the world. Though the corruption recedes, the protagonist is left weakened and forever changed, standing in a fragile world, saved, housing the remnants of their original world.