The game is in a dark dungeon built by an ancient civilization. The world is built upon the giant, and the giant is waking, you need to find the song to soothe it back to sleep.

Ways to expand it could be to make it morally grey, have the giant being enslaved by the old civilization, and giving you the possibility in the end to either make it go back to sleep or wake up (and doom your own people). We could tell the story through visual stuff, like ancient tapestry or old worn tablets, in the world.