My game proposal is a Jurassic platformer. You would play as a t rex that is trying to reach the end of the level. You would have to avoid enemies and use power ups to succeed. Idk if going to keep the whole setting and enemies in dinosaur times/ stick with one theme. If I am keeping this as a Jurassic dinosaur theme, you would see enemies as other dinosaurs and power ups in the ground as fossils. The goal as a whole is to try to get done with all the levels before meteors come and cause you to start over/ go extinct.

Sample of character/ T Rex animations are on second page