--code_name_abyss—

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I want to make a roguelike game, like "Returnal", "God of War: Valhalla" (as AAA examples), and "Delver" as an indie example. The idea is that I want to make rooms (dungeons) procedurally generated for each run, to have several types of weapons (probably 3 in number, a sword, a staff (mage) and one more TBD), each weapon to have a special skill , several types of enemies, possibly the character to have an ultimate. In every run, there should be secondary updates that go on, they are not permanent. There will also be permanent updates, stats enhancement. There should also be a story (I don't know how complex it will be, the idea is that I 100% want there to be a story, I don't know if there will be cutscenes or others, but at least at the "diary" level, to unlock story pieces in the diary as you complete more runs). I still have ideas, but for now this is the direction I'm heading.