RPG/Action

Items -> Weapon, Consumables, Armor, Currency, Ressources

Crafting / Character Stat Upgrade

Bosses |

Set Enemies

(Big health bar on bottom \*Maybe multiple phases\*)

no deflectable attacks

Normal Enemies |

Randomly Generated with factions

Fighting -> Inspired by Sekiro, - (Attack, Deflect, Roll), - (Stuns, Normal Attacks, Heavy Attacks)

Enemy level scaling -> More armor (More damage resistance)