**Gameplay:**

Point-and-Click?

Dual Stick?

Keyboard + Mouse?

Zelda-style?

More than One?

Hybrid? Which?

Other?

**Characters:**

The same status, different “skins”?

Small status differences?

Different abilities? (One is more agile, one has better knockback, etc…)

Different Weapon/Equipment skill levels for each character?

Initial Skills -> Different Caps? Same Caps for Everyone?

No Skill/Skill Points?

**Weapons:**

One per “dungeon”?

Bought?

One weapon combo for each character “class”?

**Status:**

HM/MP-SP?

STR/DEF

MAG/SPR

SPD

AGI?