* Medieval time (including magic)
* Multiple characters to select from (each have different skills)
* Start alone, befriend people along the way (relationship system thing there you can get on peoples bad or good side)

Combat: Chess board style- Turn Basedish speed of character depends on when they move in a set order - fast = first each battle is a battle map, you random encounter then go to a separate place just for the battle (like pokemon or FF) the map has enemies starting on one side, your party on the other each time your party member's turn comes up you get to move them individually and use an attack from a list (eg, aim a projectile in a straight line, swing your sword covering a semicircle, etc)

could even be that each fight is a "party" vs "party" so whenever it si your turn it is a villian turn at the same time so you have to try reposition to stop their advance idk adds that real time combat aspect