Btw, imam neku ideju koja mi je već neko vrijeme na pameti. It's a stat heavy 2d adventure-ish game. It is as follows:

You follow a line of passed on knowledge and wealth unlocking more opportunities as your characters make progress in various categories. Your characters live and die passing what they learned and acquired onto their successors.

It's really hard for me to summarize it and a few examples might give a clearer picture than a general description but I'll stick to the big stuff for now.

Basically you get one person as your starting character. They were born in poverty with nothing to lose, virtually no experience, no connections, no reputation and no assets. Their (your) initial choices shape the course of their life. Through decisions you must satisfy their basic existential needs while building connections and assets and the actions they take will leave them with experience in certain things. This experience comes in many forms be it combat experience against certain types of opponents, knowledge on certain subjects and some general skills like speechcraft.

Depending on those many stats, you will find certain options available to you when dealing with various situations. These options are simple: having knowledge of your opponent in combat might unlock a special move for you. This represents learning. However, just having the new option isn't enough. Each option's success depends on your stats, as does their influence on the overall situation they are presented in, be it beneficial or detrimental.

I'd like to stop here and say that the idea revolves around being presented with random situations from a pool of available situations given your current situation and general direction and then resolving them by choosing a card with an option and observing the effect it has.

Moving on then.

As you progress with them you might find yourself in a situation where your legacy can be transfered to others. You might get a son that you will teach and who will inherit your assets. You might become an instructor somewhere and you decide to play favourites with your best student. You might even gain a reputation that will allow you to influence the world around you unlocking new "starting" positions for "fresh" characters, each with its own benefits, each better than your only choice at the start of the story. What you do will influence the conditions in the world you leave behind.

The world is a separate entity with a starting state that evolves through play the same way your character evolves. Should your character die with the rest of their party during an adventure, their knowledge is lost, their assets as well and their influence on the world crippled. You're left with choosing a potentially less favourable character next. Should that be your son you will have access to whatever assets your last character didn't have on them and you'll have gained some knowledge from them if they spent time with you prior to their death. If you changed the world while alive in a way that would aspire young nobles to leave the comfort of their home, you will have that template available to choose as your next character. Should your influence on the world be negligent and your hard assets non-existant, you'll have to start with the initial "poor soul" option.

The world however will remember what happened to you even if it doesn't remember your name. Following the example of your death described above, you might stumble upon your last character somewhere in the future, claiming their gear as your own assets. This continues ad-infinitum.

The goal of the game isn't to become the next SUPREME HOLY EMPEROR OF THE UNIVERSE but to uncover the mistery behind that world. It's basically a story waiting to be told but you have to find the pieces yourself through playing. That can hardly be done with just one character since the world also needs time to grow to allow for more options both story and gameplay wise, and that can't be accomplished within just one human lifespan.

That means that the state of the world (which governs your options in terms of situations that can arise), your character's stats (which govern your options in terms of resolving those situations) and the story itself are all linked within an extensive set of checkboxes that have to be ticked before the player can reach the end of the story. Story progression will influence your world, the world will in term provide you with a wider set of situations and your character can in term achieve a greater array of outcomes that will then push the story and the world forward and so on and so forth. In this way the story, the world state and your characters are inevitably all reaching their peak at the same time and one can not advance much further than the other two at any given point.

All that being said, it doesn't necessarily have to be a stat heavy game. You could easily do such a thing with just a lot of state checks and a str/dex/int system. However, I'm picturing a combat scenario where you can have combat(humanoids) rank 20, be able to kick anyone's ass but still lose if you decide to attack a human-sized asylum demon (?)