This is my take on how I would do a game. Feel free to comment, criticize, compliment, or ask questions however you feel like.

* Turn based strategy fantasy RPG
* Leveling up, stats
* Maps
* Cities/shops
* Money system
* Day/night, moon (full, new – invigorates/strengthens certain units could for good and bad)
* Items – healing, etc.
* Weapons
* Armor? Stock units (no individual name, face, or background history) more can be hired if some die
* Weather conditions (fog, rain, snow, etc.)
* Locational advantages (swamps, marshes, forests, indoors, etc.)
* Upgradable items and units; not every item or unit is upgradeable though
* Some units have unique upgrades (ex. lords) others there many of (ex. cavaliers)

Cameo characters for both good and bad (?)

There are multiple groups/clans: forest clan (centaurs, elves, etc.) sorcerer’s group, swamp clan (lizardmen) sky people, morphs clan etc.

Have to play as them (to get used to them) after beating the game with that group you unlock them in order to make a personalized army/team/group with all the different units.

Story mode - while playing as a part of the clan you go through their problems learn that there is a problem occurring. Members of each clan keep disappearing until it learned that there is going to be a war with a centralized enemy.

Campaign mode - After playing through all the clans the person feels like goings through they can play as either the good guy that unites the lands and is named the hero or the bad guy to conquer it all. The player will get to use his own army for either or use a clan. Bad guy can also have a few extra special units to serve in their army, if unlocked a certain number of clans (elementals? Dark, fire, multi, would be cool)

**Enemies**

* Monsters
* Chimera beasts
* Animals
* Other humans
* Humanoid beings (i.e. elves, lizardmen, etc.)

Great turn based games

* Fire emblem
* Shinning force
* Final fantasy
* Phantasy star
* Golden sun
* Medabots
* Pokémon
* Demikids
* Breath of fire
* Legend of dragoon
* Advanced wars