Syfy theme or medieval theme/hybrid

Turn based rpg with multiple classes and rogue like elements, and other stuff

Make overarching stats system/class, enemy class, class class, room class etc

Perk System/Talent System/skill system?

Several different weapons and weapon types

Some sort of town needed for hub with stores

Crafting system for making weapons/upgrades/upgrading town

Maybe choose character background that gives different stats or perks at start as well

Multiple races?

Some sort of overarching story?

Do specializations?

Warrior

Rouge

Mage(Specializations)

Palidain

Monk

Ranger/hunter/archer

Healer

Mecha?

Basic proof of concept 5 rooms roughly like an old text based adventure game or MUD