Core game loop:

* Tutorial rooms: Immersive intuitive tutorials for the player’s new ability and any new enemy mechanics
* Puzzle room: Redirecting a projectile or multiple projectiles a certain way to unlock the exit while not getting hit.
* Traversal space: using projectiles and new player abilities to reach a hard to reach space and move forward.
* Warden boss: An enemy that will die after being hit a certain number of times. Highest chance of player death in this room. T
* Treasure room: New ability plus funds for commissary. Big fanfare moment upon entrance
* Commissary: chance to buy aesthetic changes to shield and character, perhaps even enemies.