

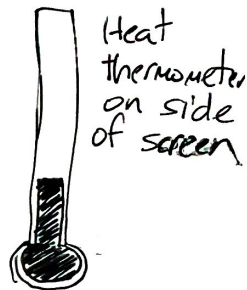
Combat



COME UP WITH
A COOLER TERM!

- Grind rails to gain "heat"
- Rails already ground don't give more heat
 - Maybe they regen heat potential over time

- "Heat" makes you hit enemies harder
 - Heat is spent when hitting enemies
 - Only use as much heat as needed to kill



- Lose heat over time?
- Grinding into enemies is instakill and gives bonus heat
- Make heat amounts discrete?
 - Gain one heat per complete line + grinded enemies
 - Use one heat to deal bonus dmg
- When dismounting rail, heat gained on that line causes AoE attacks (automatic)
 - Maybe this is a skill gained later, or when you already have max heat
- Using your sword as a skateboard when grinding?

How to stop just
hoarding heat?

while still allowing
player to amass
a lot in a short
period