

The combat and puzzles are fine, but  
YOU NEED A SIMPLE AND FUN  
CORE THING UNDER ALL THAT!!!

More rails. Rails everywhere!

How do I turn rogue mechanics into rail grinding?

Have to beat rooms to piece together final floor rail  
that you ride to the next floor

Do a random walk to generate the whole rail  
then make little side rooms with enemies and track piece(s)

You need the full rail to build enough grind speed to jump  
a large gap to the next floor

Or maybe it's a ramp to upstairs, you're ascending levels to flee  
the final boss, then riding the entire rail through every floor  
~~then~~ to slam into the final boss