

World of Tetris: Fragments of the Sleepless Realm Development Guide — Build 1.0

Overview

This guide explains how to deploy, configure, and extend Build 1.0 of the game on a standard **■■■■■■■■ ■■■■■■■■** (PHP + MySQL + modern browser). The project demonstrates a complete JRPG-inspired Tetris experience with heroes, pets, antagonist systems, localization, audio, and accessibility.

System Requirements

- 1 PHP 7.4+
- 2 MySQL 5.7+ (JSON support)
- 3 Apache or Nginx
- 4 Modern browser (Chrome / Firefox) with ES Modules enabled

Deployment Steps

- 1 Upload the project folder to the web root (e.g., public_html/world-of-tetris).
- 2 Create a MySQL database and execute sql/schema.sql.
- 3 Configure database credentials in server/db.php.
- 4 Ensure write permissions for sessions and uploads if required.
- 5 Open index.php in the browser and register a new account.

Architecture Highlights

- 1 Event-driven core (Events Bus)
- 2 Separated concerns: core, characters, pets, antagonist, story, audio, UI, i18n
- 3 Data-driven JRPG stats (STR / INT / DEF / SPD)
- 4 Hero + Pet model with autonomous pet AI
- 5 Antagonist progression from mentor to nemesis

Extending the Game

Students can extend Build 1.0 by replacing 16-bit visuals with sprite sheets, adding new pets or heroes, introducing additional languages, or enhancing AI heuristics. All systems are modular to support incremental upgrades.