

World of Tetris: Fragments of the Sleepless Realm

Game Design Document — Page 41

41. Admin Debug Mode & Developer Console (Hard Canon)

This page defines the Admin Debug Mode used for internal testing, development, and QA. Admin Debug Mode is a controlled developer tool and is never exposed to regular players. Its purpose is to allow fast traversal, validation, and inspection of game systems without requiring full playthroughs.

Admin Identification

An administrator is identified exclusively by a persistent flag stored in the database (`is_admin = true`). The flag is evaluated at session start and cannot be toggled client-side.

Online Integrity

Administrators are automatically excluded from all online leaderboards, rankings, and competitive metrics. Debug activity can never affect global game statistics.

Debug Console Availability

If the player is identified as an administrator, an additional debug console input is displayed in the gameplay UI below the HotkeyLegend. This console is invisible and inaccessible to non-admin users.

Command-Based Interface

The debug console operates through a strictly command-based interface. Only predefined commands are accepted. The console does not evaluate arbitrary code and does not expose runtime objects.

Extensible Command Registry

Admin commands are registered through an internal command registry. New commands may be added incrementally during development without altering existing commands. Each command defines its syntax, parameters, validation rules, and execution scope.

Example Command Categories

- Player state modification (level, stats, skills)
- Pet state modification (level, skills)
- Game state control (current level, score, act)
- Narrative triggers (comic playback, emotion triggers)
- Diagnostic commands (state inspection, logging)

Safety Rules

Admin commands must adhere to the following rules:

- Commands cannot modify persistent data unless explicitly allowed
- Commands cannot bypass terminal states
- Commands must validate all parameters before execution
- Invalid commands produce safe error feedback

Execution Flow

Command input → Parsing → Validation → Authorized Execution → Feedback output. At no point does the system execute raw or unvalidated instructions.

Development Stage

Admin Debug Mode is implemented after the Gameplay Visual Layer (Stage 5.0) and before Progression and Balance finalization (Stage 6).

Canon Status

Admin Debug Mode is part of the hard canon. All future development and QA workflows must

conform to the rules described on this page.