**World of Tetris: Fragments of the Sleepless Realm**

**Game Design Document — Page 28 (Canon Addendum)**

**Addendum: Antagonist Forms & Explainable AI Visualization**

This addendum extends Page 28 to align AI Bot and Decision Visualization systems with the finalized antagonist form logic and the final act structure. All original concepts of explainable AI, visualization overlays, and educational tooling remain intact.

**Antagonist Form Awareness**
AI visualization systems must be aware of the current antagonist form as provided by the GameFlowSystem. Decision visualizations may differ depending on whether the antagonist is in its default or architect form.

**Default Form Visualization**
In the default form, AI visualization emphasizes indirect pressure, minion-driven decisions, and escalating manipulation patterns.

**Architect Form Visualization**
In the architect form, AI visualization shifts toward direct pressure indicators, clear intent signaling, and reduced reliance on obfuscation or misdirection.

**Final Act Constraints**
During the final act, certain AI visualization layers may be simplified or temporarily disabled to preserve dramatic tension and narrative clarity.

**Educational & Debug Use**
AI decision visualization is primarily intended for debug, showcase, and educational modes. It must not intrude upon or overwhelm the core gameplay experience.

**System Responsibility**
The AI visualization layer consumes AI decision data but does not influence or alter AI behavior. Visualization systems are strictly read-only.

**Canon Priority**
In the event of any conflict between the original Page 28 text and this addendum, this addendum takes precedence.