

World of Tetris: Fragments of the Sleepless Realm

Game Design Document — Page 5

Pressure System

5. Pressure System Overview

The Pressure System is the central hidden mechanic that governs emotional intensity and adaptive challenge in World of Tetris. Unlike visible difficulty meters, pressure operates invisibly, influencing the behavior of the antagonist and systemic modifiers without direct player feedback.

5.1 Purpose of Pressure

Pressure exists to model psychological tension rather than raw difficulty. It reflects hesitation, disorder, and risk accumulation during play. The system allows the game to react dynamically to player performance.

5.2 Pressure Sources (Increase)

- 1 Creation of holes and overhangs
- 2 Slow placement and hesitation near lock delay
- 3 Misuse of hold system
- 4 Incomplete or inefficient line clears
- 5 Repeated near-fail situations

5.3 Pressure Relief (Decrease)

- 1 Clean multi-line clears
- 2 Combos and back-to-back clears
- 3 Decisive hard drops
- 4 Hero abilities used optimally
- 5 Pet-assisted stabilization

5.4 Pressure Thresholds

Pressure Level	Range	Systemic Effect
Calm	0–25%	Antagonist remains passive
Tense	25–50%	Minor interference begins
Critical	50–75%	Active manipulation
Overload	75–100%	Aggressive disruption

5.5 Interaction with Difficulty

Difficulty modifies the rate at which pressure accumulates and decays. Higher difficulties compress pressure thresholds, making escalation faster and more volatile.

Educational Notes

The Pressure System exemplifies indirect difficulty adjustment and adaptive AI control. It is designed for study in player psychology, feedback systems, and emergent gameplay.