

## World of Tetris: Fragments of the Sleepless Realm

### Game Design Document — Page 32 (Final Canon)

#### 32. Project File Tree & Architecture Structure

This page defines the final canonical file and folder structure of the project. It reflects all systems, UI layers, emotional architecture, media handling, and narrative logic introduced throughout the GDD. This structure is mandatory and supersedes all previous file tree representations.

```
/docs
■■■ GDD
■   ■■■ Page_01_Vision.pdf
■   ■■■ Page_02_Core_Gameplay_Loop.pdf
■   ■■■ Page_03_Difficulty_System.pdf
■   ■■■ Page_04_Scoring_and_Combo_System.pdf
■   ■■■ Page_05_Pressure_System.pdf
■   ■■■ Page_06_Black_Baron.pdf
■   ■■■ Page_07_Antagonist_AI_Patterns.pdf
■   ■■■ Page_08_Characters_Overview.pdf
■   ■■■ Page_09_Character_Mechanics_and_Abilities.pdf
■   ■■■ Page_10_Pet_System.pdf
■   ■■■ Page_11_Difficulty_Pressure_Pet_Interaction.pdf
■   ■■■ Page_12_Character_Progression_and_Skills.pdf
■   ■■■ Page_13_Pet_Progression_and_Skills.pdf
■   ■■■ Page_14_Character_Skills_Details.pdf
■   ■■■ Page_15_UI_Feedback_Player_Readability.pdf
■   ■■■ Page_16_Interface_Layout.pdf
■   ■■■ Page_17_Narrative_Progression_Cutscenes.pdf
■   ■■■ Page_18_Technical_Architecture_Overview.pdf
■   ■■■ Page_19_World_Story.pdf
■   ■■■ Page_20_World_Lore.pdf
■   ■■■ Page_21_Audio_Design.pdf
■   ■■■ Page_22_Settings_Accessibility.pdf
■   ■■■ Page_23_Tutorial_System.pdf
■   ■■■ Page_24_Accounts_Online_Meta.pdf
■   ■■■ Page_25_Showcase_Demo_Mode.pdf
■   ■■■ Page_26_Input_Systems.pdf
■   ■■■ Page_27_Animation_and_VFX_System.pdf
■   ■■■ Page_28_AI_Bot_and_Decision_Visualization.pdf
■   ■■■ Page_29_Black_Baron_Minions.pdf
■   ■■■ Page_30_Minion_System_and_UI.pdf
■   ■■■ Page_31_Game_Architecture_Structure.pdf
■   ■■■ Page_32_Project_File_Tree.pdf
■   ■■■ Page_33_Canonical_Development_Pipeline.pdf
■   ■■■ Page_34_UI_Architecture_Scheme.pdf
■   ■■■ Page_35_Pause_System.pdf
■   ■■■ Page_36_Emotional_and_Skill_Visual_Layer.pdf
■   ■■■ Page_37_Emotional_States_Catalog.pdf
■   ■■■ Page_38_Avatar_Media_Animation_Timing.pdf
■   ■■■ Page_39_Visual_Hierarchy_and_Pet_Intervention.pdf
■
■■■ Canon.md

/client
■■■ core
■   ■■■ GameFlowSystem.js
■   ■■■ RunContext.js
■   ■■■ EventBus.js
■
```

```

    systems
    EmotionActionResolver.js
    CharacterManager.js
    PetManager.js
    SkillSystem.js
    PressureSystem.js
    BaronAI.js
    MinionManager.js
    BaronAspectApplier.js
    SettingsSystem.js
    emotions
    emotion_event_map.json
    ui
    common
    AvatarMediaRendererer.js
    left
    BaronPanel.js
    BaronAbilityPanel.js
    BaronSpriteStage.js
    right
    HeroPanel.js
    HeroStatsPanel.js
    PetPanel.js
    PlayerSpriteStage.js
    center
    HoldPanel.js
    bottom
    HotkeyLegend.js
    overlays
    PauseOverlay.js
    PauseMenu.js
    HUDRoot.js
    assets
    avatars
    hero
    pet
    baron
    sprites
    hero
    pet
    baron
    minions
    audio
    emotions
    skills
    terminal
    index.html
```