

# World of Tetris: Fragments of the Sleepless Realm

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### Difficulty System

## 3. Difficulty System Overview

The Difficulty System defines how aggressively the game challenges the player. It is not a simple speed toggle, but a global multiplier affecting multiple interconnected systems. Difficulty is selected by the player and persists across sessions.

### 3.1 Difficulty Levels

Difficulty	Multiplier	Intended Experience
Easy	0.5x	Learning, accessibility, experimentation
Normal	1.0x	Canonical balanced experience
Hard	1.5x	High pressure, faster reactions required
Hardcore	2.0x	Extreme mastery, minimal error tolerance

### 3.2 Systems Affected by Difficulty

- Gravity speed (fall interval)
- Lock delay duration
- Pressure accumulation rate
- Antagonist intervention frequency
- AI reaction time

### 3.3 Design Intent

Difficulty exists to shape emotional pacing rather than to punish the player. Higher difficulty increases tension, forcing quicker decision-making, while lower difficulty encourages learning and exploration.

Importantly, difficulty does not change the fundamental rules of Tetris. All tetromino behavior remains deterministic and fair.

## Educational Notes

This system demonstrates the use of global multipliers and data-driven balancing. Students are encouraged to experiment with tuning values and observing systemic effects.