

World of Tetris: Fragments of the Sleepless Realm

Game Design Document — Page 27 (Canon Addendum)

Addendum: Antagonist Forms, Sprite Reactions & Gameplay Visual Layer

This addendum extends Page 27 to align the Animation and VFX System with the finalized antagonist form logic, sprite combat reaction framework, and gameplay visual layering. All original animation principles remain valid and are expanded, not replaced.

Antagonist Forms & Animation Sets

Antagonists may possess multiple forms. Each form uses its own animation and VFX set. For the Black Baron, the default and architect forms have distinct visual identities while preserving core animation readability.

Sprite Combat Reactions

Sprite-based characters visually react to receiving skills according to the unified reaction levels (hit_light, hit_heavy, knockdown). These reactions are short animation clips that temporarily override idle or emotional states.

Gameplay Visual Layer

Gameplay-related animations and VFX are treated as a dedicated visual layer. This layer includes field effects, skill overlays, sprite reactions, and pressure-driven visuals. UI avatars and narrative portraits are excluded from this layer.

Overlay Effects

All skills and spells generate overlay VFX at the point of impact. Overlay effects communicate elemental or thematic context and operate independently from sprite reaction animations.

Form Transition Effects

Transitions between antagonist forms trigger dedicated animation and VFX sequences to emphasize narrative escalation. Form transitions update all dependent visual layers.

Performance & Determinism

All animations and VFX are event-driven. No per-frame polling or non-deterministic visual logic is permitted. Performance stability takes precedence over visual density.

System Responsibility

The GameFlowSystem controls form transitions. Animation and VFX systems consume form state but do not infer or override it.

Canon Priority

In case of any conflict between the original Page 27 content and this addendum, this addendum takes precedence.