

# World of Tetris: Fragments of the Sleepless Realm

## Game Design Document — Page 23

*Tutorial & Encyclopedia System*

### 23. Tutorial Philosophy

The Tutorial system in World of Tetris is designed as an in-game encyclopedia rather than a forced onboarding sequence. Players are encouraged to explore mechanics at their own pace without interrupting gameplay flow.

#### 23.1 Position in Main Menu

- 1 Accessible directly from the main menu
- 2 Labeled as 'Tutorial' for clarity
- 3 Never blocks game start

#### 23.2 Structural Layout

The tutorial interface is split into two main areas: a navigational sidebar and a content display area.

- 1 Left panel: list of topics with icons
- 2 Right panel: detailed content and illustrations

#### 23.3 Content Categories

Category	Description
Basics	Core Tetris mechanics and controls
Advanced Play	Combos, pressure, and efficiency
Characters	Heroes, skills, and progression
Pets	Pet roles, skills, and scaling
Antagonist	Black Baron behavior and phases
Systems	Difficulty, pressure, and UI feedback

#### 23.4 Visual Aids & Icons

Each tutorial topic includes clear icons, diagrams, and interactive illustrations. Icons match in-game UI symbols for immediate recognition.

#### 23.5 Interactive Elements

Some tutorial entries include interactive mini-animations that demonstrate mechanics such as hard drop, rotation, pressure escalation, or skill usage.

## **Educational Notes**

This tutorial system demonstrates non-intrusive teaching design and self-guided learning. It supports both new players and advanced learners without disrupting engagement.