

World of Tetris: Fragments of the Sleepless Realm

Game Design Document — Page 3

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

- 1 Gravity speed (fall interval)
- 2 Lock delay duration
- 3 Pressure accumulation rate
- 4 Antagonist intervention frequency
- 5 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.