

World of Tetris: Fragments of the Sleepless Realm

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42. Audio Architecture & Channel System (Hard Canon)

This page defines the canonical audio architecture used throughout World of Tetris. It establishes channel separation, priorities, timing standards, and system responsibilities. All sound implementation must conform to this architecture.

Design Goals

The audio system is designed to support emotional feedback, gameplay clarity, and narrative impact without overwhelming the player or introducing technical complexity.

Centralized Audio Manager

All sound playback is handled exclusively through a centralized AudioManager. No gameplay system, UI component, or animation layer may play audio directly.

Audio Channels

Audio is separated into the following canonical channels:

- UI: menu navigation, button interactions, interface feedback
- Emotion: character emotions, voice reactions, narrative responses
- Gameplay: core gameplay sounds, field interactions, impacts
- Music: background music and adaptive layers
- Terminal: victory and defeat sequences

Channel Priority

Channel priority is strictly enforced as follows:

Terminal > Emotion > Gameplay > UI

Higher-priority channels may attenuate or temporarily suppress lower-priority channels.

Timing Standard

All emotion-related and terminal audio uses the unified 4-second timing standard. Gameplay sounds are short and non-intrusive but must align rhythmically with this standard.

Pause Behavior

When the game is paused:

- Music is faded down but not stopped
- Gameplay and Emotion channels are paused
- UI sounds remain enabled

Terminal States

During terminal states (Victory or Defeat):

- Pause is disabled
- Terminal channel takes absolute priority
- All other channels are suppressed

Dynamic Music

Music playback supports layered composition and pressure-driven modulation. PressureSystem events may trigger transitions between music layers.

Extensibility

The audio architecture supports future expansion, including additional channels, advanced mixing techniques, and platform-specific optimizations, without altering existing systems.

Canon Status

This audio architecture is part of the hard canon. All current and future audio implementations must

adhere to the rules defined on this page.