World of Tetris: Fragments of the Sleepless Realm

CANON ADDENDUM — Narrative Breakpoint & Final Act Placement

This addendum supplements and clarifies the original content of GDD Page 33 (Canonical Development Pipeline). The original development sequence remains fully valid. In case of any discrepancy, the statements below take canonical priority.

Final Act Narrative Breakpoint
The narrative breakpoint occurring after the defeat of the ninth Minion (King of the Sleepless) is a canonical part of the project and must be implemented explicitly.

This breakpoint includes:
- the Black Baron's treacherous attack;
- the Pet's sacrificial intervention;
- the transition of the Pet into an Incapacitated state;
- the revelation of the Black Baron's true form, The Architect.

Placement Within the Development Pipeline
The implementation of the narrative breakpoint and final act presentation is positioned between the Base HUD / UI implementation stage and the Visual Integration stage.

This placement ensures that:
- GameFlowSystem and MinionManager logic are already stable;
- UI structure exists to support narrative overlays;
- narrative content is present during playtesting.

Non-Mechanical Nature of the Breakpoint
The narrative breakpoint does not introduce new mechanics or alter existing systems. It operates through state transitions already defined in the architecture.

Design Intent
By explicitly documenting this placement, the development pipeline remains predictable, avoids late-stage narrative integration risks, and preserves the integrity of the Canon Freeze stage.