

# World of Tetris: Fragments of the Sleepless Realm

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### 1. Vision & Core Philosophy

World of Tetris: Fragments of the Sleepless Realm is conceived as a deliberate fusion of classical puzzle purity and modern systemic game design. At its core, the project respects the original Tetris gameplay loop — falling tetrominoies, spatial decision-making, and time pressure — while extending this foundation with narrative, progression, character systems, and an adaptive antagonist.

The guiding vision of the project is to demonstrate that even a mechanically minimal game like Tetris can support deep emotional engagement, player expression, and long-term progression without sacrificing clarity or fairness. Every added system exists to contextualize player decisions, not to override them.

The game world — the Sleepless Realm — is a metaphorical construct representing a land trapped in perpetual wakefulness by a curse imposed by the Black Baron. The player, acting through chosen heroes, confronts this curse not by combat, but through mastery of order, rhythm, and structure — expressed through Tetris play.

From a pedagogical standpoint, World of Tetris is designed as a living laboratory for teaching advanced game development concepts: finite state machines, systemic difficulty, AI-driven antagonism, modular architecture, localization pipelines, and data-driven design. The project intentionally exposes its systems to encourage experimentation and extension.

#### ***Design Pillars:***

- Mechanical Purity — Core Tetris rules are never broken.
- Layered Depth — Complexity emerges from systems, not from controls.
- Narrative Through Mechanics — Story is conveyed by gameplay states, not cutscenes.
- Player Agency Under Pressure — The player always feels responsible for success or failure.
- Educational Transparency — Systems are readable, extensible, and explainable.