

## **World of Tetris: Fragments of the Sleepless Realm**

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#### **35. Pause System & Pause Menu**

This page defines the canonical Pause System of World of Tetris: Fragments of the Sleepless Realm. The pause system is a UI-level feature designed to temporarily halt gameplay while preserving the current state of the run. All rules described below are mandatory and constitute hard canon.

##### **Purpose of the Pause System**

The pause system allows the player to temporarily stop gameplay without altering game state, progression, or difficulty. It serves as a safety, accessibility, and navigation feature.

##### **Activation**

The pause mode can be activated at any time during active gameplay via the pause input. Upon activation, the game enters a paused state and displays the Pause Menu.

##### **Gameplay Freeze Rules**

While the game is paused, all gameplay systems are fully stopped, including: GameFlowSystem, Board updates, Gravity, PressureSystem, Baron AI, Pet updates, and Minion updates. Only UI systems and menu input remain active.

##### **Pause Menu Composition**

The Pause Menu always contains the following options:

1. Resume — Return to the current run.
2. Surrender / Quit Run — End the current run and return to the main menu. This action counts as a defeat.
3. Tutorials / Help — Access in-game tutorials and help materials without ending the run.
4. Settings — Access settings for controls, audio, video, and accessibility.

##### **Restricted Actions**

Changing the selected difficulty during a run is strictly prohibited. Difficulty may only be selected or changed before starting a run.

##### **Architectural Constraints**

The Pause System does not modify the internal state of the run. No progression, counters, cooldowns, or timers advance while paused. Unpausing resumes the game from the exact moment it was paused.

##### **Visual Behavior**

Activating pause triggers a pause animation and overlays the Pause Menu above the HUD. The underlying HUD remains visible but inactive.

##### **Canon Status**

The Pause System is a mandatory component of the UI stage (Stage 4) and must be implemented before visual polish and playtesting. Any deviation from this design requires explicit canon revision.