World of Tetris: Fragments of the Sleepless Realm

36. Emotional & Skill Visual Layer (Hard Canon)

This page defines the canonical Emotional & Skill Visual Layer of World of Tetris: Fragments of the Sleepless Realm. This system governs how characters visually react to player actions, skills, narrative events, and run termination states. All rules described below are mandatory and constitute hard canon.

Layered Visual Model
Visual feedback is implemented through three strictly separated layers:
1) 2D Avatar Layer — emotional states, ultimate activations, and terminal states.
2) Sprite Emotion Layer — idle, global, and short-term emotional animation loops.
3) Sprite Action Layer — skill, ultimate, and terminal animations.

Priority Rules
Sprite Action Layer always overrides Sprite Emotion Layer. Short-term emotions override global emotions. Ultimate and terminal 2D avatars override all other 2D avatar states for a fixed duration.

Short-Term Emotional Reactions
Short-term emotions are triggered by player actions such as combos, strikes, mistakes, near-failure states, and specific gameplay events. These emotions remain active for up to 5 seconds, unless replaced by a higher-priority emotion triggered by a subsequent action.

Emotion Resolution Rules
If no new emotion is triggered within the time window:
- The Black Baron reverts to his current global emotional state.
- The Hero reverts to a neutral emotional state.
- The Pet mirrors the Hero's emotional state.

Hero Rules
The Hero displays short-term emotions and a neutral base state. Hero skills 1–3 do not affect the 2D avatar. Hero skill 4 (Ultimate) triggers a special 2D avatar for approximately one second. Upon run completion, the Hero enters a terminal Victory Triumph state.

Pet Rules
Pets do not have 2D avatars. Pet emotions always mirror the Hero's emotions and are displayed only via sprite animations. Pet skills temporarily override emotional animations with skill-specific animations. Upon Hero victory, the Pet enters a terminal Victory Triumph animation state.

Black Baron Rules
The Black Baron has both global and short-term emotional states. Baron skills do not affect the 2D avatar, except for his ultimate ability, which triggers a special 2D avatar for approximately one second. Upon player defeat, the Black Baron enters a terminal Triumph state.

Terminal States (Victory / Defeat)
Terminal emotional states are activated upon run completion or failure. These states have maximum priority, no timers, and cannot be overridden.
- Victory: Hero and Pet display terminal Victory Triumph animations.
- Defeat: Black Baron displays terminal Triumph animation.

Terminal Visual Sequences
After a terminal emotional state is activated, the game enters a terminal visual phase lasting approximately three seconds. During this phase, gameplay input is locked and no emotional or skill changes occur.

- Victory Sequence: The Architect Revealed descends, kneels, bows, and disintegrates into dark magical particles, while the Hero and Pet celebrate.
- Defeat Sequence: The Hero and Pet collapse on the battlefield while the Baron celebrates.

Sound Integration
Each short-term emotion triggers a single sound effect upon activation. Skill and ultimate sound effects have priority over emotional sounds. Terminal states trigger unique victory or defeat sound effects once.

Localization
All player-visible text associated with emotional reactions, including chat bubbles, ability names, and UI labels, must be resolved through the Localization System using localization keys only.

Implementation Order
This system must be implemented after base UI components and before visual polish and playtesting. Deviations from this order require explicit canon revision.