

World of Tetris: Fragments of the Sleepless Realm

Game Design Document — Page 31

CANON ADDENDUM — Final Act Architectural Exception

This addendum supplements and clarifies the original content of GDD Page 31 (Canonical Game Architecture Structure). The original architectural description remains fully valid. In case of any discrepancy, the statements below take canonical priority.

Final Act (Levels 91–100) — Architectural Exception

The final act of the game represents an intentional architectural exception within the RunContext lifecycle. This exception is canonical, explicitly designed, and does not constitute a violation of the core architecture.

MinionManager Behavior

During the final act, the MinionManager does not activate any MinionProfile. The absence of an active Minion is a valid and expected state for this phase.

Black Baron Behavior

In the final act, the Black Baron operates in his revealed form, *The Architect*. This form replaces Minion-mediated pressure with direct antagonist presence.

PetManager Behavior

At the transition into the final act, the PetManager transitions the active Pet into an *Incapacitated* state. The Pet remains part of the RunContext but no longer participates in mechanical systems.

RunContext Integrity

Despite these phase-specific changes, the RunContext structure remains intact. CharacterManager, PetManager, and system ownership are preserved without removal or substitution.

Design Intent

This architectural exception reinforces narrative escalation while maintaining system clarity. By explicitly documenting this behavior, the architecture avoids hidden special cases and remains predictable and maintainable.