

World of Tetris: Fragments of the Sleepless Realm

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Pet Progression & Skills

13. Pet Progression Overview

Pets possess their own progression system independent from heroes. They level up through successful gameplay and provide autonomous support through two upgradable skills.

13.1 Leveling Rules

- 1 Maximum pet level: 50
- 2 Each cleared game level grants +5% pet XP
- 3 Each pet skill can be upgraded from level 1 to 25

13.2 Pet Selection Flow

After selecting a hero, the player chooses one pet from the available roster. The chosen pet accompanies the hero for the entire run and cannot be changed mid-game.

13.3 Canonical Pet Skills

■ Luna the Cat

Foresight: Highlights optimal placements and delays negative effects.

Silent Step: Reduces pressure gain from small mistakes.

■ Pucla the Dog

Guardian Bark: Softens penalties after misplacements.

Loyal Guard: Temporarily stabilizes the board under high pressure.

■ Leaffy the Fox

Quick Wit: Shortens cooldowns and extends combo windows.

Trick Trail: Improves timing of pet interventions.

■ Poohster the Bear

Heavy Slam: Enhances line clears and board stabilization.

Unshakeable: Reduces pressure spikes after large clears.

■ Breeze the Dodo

Second Wind: Smooths gravity after panic situations.

Momentum Shift: Restores control after near-fail states.

■ Kolos the Raccoon

Sticky Fingers: Steals negative effects and converts them into minor benefits.

Scavenger Instinct: Improves efficiency of stolen effects.

Educational Notes

The pet progression system demonstrates autonomous agent growth, indirect player control, and long-term support scaling without power creep.