

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

### **Game Design Document — Page 30 (Canon Addendum)**

#### **Addendum: Minion System, Final Act & UI Clarifications**

This addendum extends Page 30 to align the Minion System and UI presentation with the finalized antagonist form logic and final act structure. All original system descriptions remain valid unless explicitly clarified below.

##### **Minion System Scope**

The Minion System operates exclusively during Acts 1–9. Each minion represents a temporary embodiment of antagonist pressure and is active only within its designated level range.

##### **Final Act Behavior**

During the final act (levels 90–100), the Minion System is fully disabled. No minion entities are active or displayed. The Black Baron transitions into his Architect form and replaces all minion-driven mechanics.

##### **UI Presentation**

Minions do not have dedicated UI panels or 2D avatars. They are represented exclusively as sprite models positioned in front of the antagonist sprite during Acts 1–9.

##### **Final Act UI Update**

Upon entering the final act, all minion-related UI elements are removed or hidden. The antagonist UI updates to reflect the Architect form, including its 2D avatar set and sprite.

##### **Visual Hierarchy**

The absence of a final minion is intentional and reinforces the shift to direct confrontation. Visual focus is placed entirely on the antagonist in Architect form.

##### **System Responsibility**

The GameFlowSystem is solely responsible for enabling or disabling the Minion System and updating UI state accordingly. UI systems must not infer minion presence independently.

##### **Canon Priority**

In the event of any conflict between the original Page 30 text and this addendum, this addendum takes precedence.