World of Tetris: Fragments of the Sleepless Realm

UI Feedback & Player Readability

15. UI Philosophy Overview

The user interface in World of Tetris is designed to communicate complex system states without overwhelming the player. UI feedback prioritizes clarity, timing, and emotional readability over numerical transparency.

15.1 Core UI Principles

1   Readability over decoration

2   Minimal numerical exposure

3   Consistent visual language across systems

4   Immediate feedback for player actions

15.2 Feedback Layers

1   Visual: animations, flashes, color shifts

2   Audio: sound cues, musical modulation

3   Character reactions: emotions and gestures

15.3 Pressure Readability

Pressure is never shown numerically. Instead, it is communicated through escalating visual tension: screen vibration, color grading, character animations, and antagonist behavior.

15.4 Skill Feedback

Each skill activation produces a distinct visual signature tied to the character's identity. Cooldowns are represented through subtle UI indicators and rhythmic cues rather than intrusive timers.

15.5 Antagonist UI Presence

The Black Baron communicates intent through posture, facial expression, and ambient effects. UI avoids direct warnings, allowing players to infer danger through observation.

Educational Notes

This UI approach teaches indirect feedback design, emotional signaling, and player intuition development. It demonstrates how complex systems can be communicated without explicit meters or text.