

World of Tetris: Fragments of the Sleepless Realm

Game Design Document — Page 24

Accounts, Online & Meta Progression

24. Account System Philosophy

World of Tetris includes a lightweight account system designed to preserve progress, personalization, and long-term engagement without forcing competitive play.

24.1 Player Accounts

- 1 Username, email, and password-based authentication
- 2 Persistent storage of settings and preferences
- 3 Character and pet progression tracking

24.2 Meta Progression

Meta progression represents long-term advancement beyond a single run. It includes unlocked heroes, pets, cosmetic variations, and accumulated achievements.

- 1 Character level progression saved per account
- 2 Pet progression saved per account
- 3 Unlocked narrative entries and cutscenes

24.3 Online Features

- 1 Global leaderboards for score and progression
- 2 Seasonal rankings (optional)
- 3 No real-time multiplayer required

24.4 Privacy & Fair Play

The online system avoids pay-to-win mechanics. All competitive features are skill-based, ensuring fairness and accessibility.

Educational Notes

This system illustrates account-based persistence, meta progression design, and ethical online feature implementation.