

World of Tetris: Fragments of the Sleepless Realm

Game Design Document — Page 7 (Canon Addendum)

Addendum: Antagonist Forms & AI Pattern Adaptation

This addendum extends Page 7 to align Antagonist AI Patterns with the finalized antagonist form system. All original AI concepts, behaviors, and philosophies remain valid and unchanged. This document only clarifies how AI patterns adapt when an antagonist transitions between forms.

Antagonist Forms Awareness

Antagonist AI must be aware of the current antagonist form as provided by the GameFlowSystem. AI behavior selection may vary depending on whether the antagonist is in its default form or an advanced form.

Black Baron — Default Form

In the default form (levels 1–89), the Black Baron primarily exerts pressure indirectly through minions. AI patterns emphasize manipulation, escalation, and delegating aggression to active minions.

Black Baron — Architect Form

In the Architect form (levels 90–100), the Black Baron transitions to direct confrontation. AI patterns become more assertive, less deceptive, and more openly aggressive, reflecting the abandonment of indirect tactics.

Pattern Continuity

AI pattern transitions between forms are evolutionary rather than abrupt. Core behavioral identity is preserved while priorities and aggression thresholds are adjusted.

Minion Interaction

During the Architect form, no active minions are present. AI patterns previously associated with minion coordination are disabled or replaced with direct pressure behaviors.

Technical Responsibility

AI systems do not determine or infer antagonist form. Form state is supplied exclusively by the GameFlowSystem, ensuring deterministic behavior.

Canon Priority

In the event of any conflict between the original Page 7 text and this addendum, this addendum takes precedence.