

World of Tetris: Fragments of the Sleepless Realm

Game Design Document — Page 43

43. Antagonist Forms & Logic (Hard Canon)

This page formalizes the concept of antagonists and their forms within World of Tetris. It defines how a single antagonist may evolve through multiple forms during a run, how these forms affect visuals and behavior, and how the system supports future expansion.

Antagonist Entity

An antagonist is a persistent opposing entity that exerts pressure on the player throughout a run. Each antagonist is identified by a unique ID and stored within a dedicated folder in the asset hierarchy.

Antagonist Forms

An antagonist may possess multiple forms. A form represents a significant narrative and mechanical transition of the antagonist, such as escalation, revelation, or transformation.

Black Baron Forms

The Black Baron is defined with the following canonical forms:

- **default**: Active during levels 1–89. Represents the Baron acting through minions and indirect pressure.
- **architect**: Active during levels 90–100. Represents the direct manifestation of the Baron as the Architect.

Form Transition

Form transitions are triggered exclusively by the GameFlowSystem based on level progression. Transitions are irreversible within a run and immediately update all antagonist-related visuals.

Visual Impact of Forms

A form change affects the following elements:

- 2D avatar set used in the UI
- Sprite model displayed on the battlefield
- Available emotional expressions
- Associated audio cues and effects

Asset Structure

Antagonist assets are organized by antagonist ID and form. Emotion assets within a form use standard emotion keys and do not encode the form name.

Canonical Asset Example

```
/assets/avatars/antagonist/  
  ■■■ baron/  
    ■■■ default/  
      ■■■ neutral.png  
      ■■■ angry.png  
      ■■■ triumph.png  
    ■■■ architect/  
      ■■■ revealed.png  
      ■■■ neutral.png  
      ■■■ amused.png  
      ■■■ disdain.png  
      ■■■ triumph.png
```

Future Expansion

New antagonist forms may be added by introducing additional form folders. New antagonists may be added by introducing new antagonist ID folders. No code refactoring is required for such expansions.

Interaction with Other Systems

Antagonist form data is consumed by UI, audio, and visual systems but controlled solely by GameFlowSystem. Other systems must not infer or override antagonist form state.

Canon Status

This antagonist form system is part of the hard canon. All current and future antagonist implementations must conform to the rules defined on this page.