

## World of Tetris: Fragments of the Sleepless Realm

### Game Design Document — Canon Addendum

#### Antagonist Asset Structure & Future-Proofing

This addendum formalizes a future-proof asset directory structure for antagonists. It replaces the implicit assumption that the Black Baron is the only antagonist represented within the project asset hierarchy. The change is structural only and does not alter narrative or mechanical canon.

##### Design Rationale

World of Tetris is architected for expansion. Potential future content may introduce additional antagonists through new Acts, alternate campaigns, or New Game Plus modes. A generalized antagonist container prevents refactoring and preserves long-term maintainability.

##### Canonical Asset Hierarchy

All antagonist-related assets are stored under a unified **antagonist** root directory. Each antagonist is represented by its own dedicated subfolder.

##### Example Directory Layout

```
/assets/avatars/antagonist/  
  ■■■ baron/  
    ■ ■■■ neutral.png  
    ■ ■■■ angry.png  
    ■ ■■■ triumph.png  
    ■ ■■■ victory_triumph.mp4  
  ■■■ future_antagonist_01/  
    ■ ■■■ ...  
  ■■■ future_antagonist_02/  
    ■■■ ...
```

##### Scope

This structure applies to all antagonist-related assets, including:

- 2D emotional avatars (PNG / MP4)
- Sprite animations
- Antagonist-specific VFX and audio assets

##### Unaffected Asset Groups

Hero and Pet asset hierarchies remain unchanged and continue to use their own dedicated root directories.

##### Canon Status

This structure is part of the hard canon. All current and future antagonists must follow this hierarchy. In case of conflict with earlier documentation, this addendum takes precedence.