World of Tetris: Fragments of the Sleepless Realm

Audio Design & Reactive Music System

21. Audio Design Philosophy

Audio in World of Tetris is a primary feedback channel, reinforcing emotional states, pressure escalation, and character identity. Music and sound effects are reactive, layered, and adaptive rather than static background elements.

21.1 Music Layers

1   Base ambient track per character

2   Dynamic layers added as Pressure increases

3   Antagonist motifs introduced during Baron interventions

21.2 Character Themes

Each playable character has a unique musical theme aligned with personality and role. Themes shift subtly based on performance and difficulty.

Character	Audio Theme
Warrior	Heavy drums, metallic resonance
Sorceress	Cold synths, arcane tones
Cleric	Soft choir, bells, warm pads
Rogue	Playful plucked strings, sneaky rhythms
Dragon	Aggressive percussion, distorted bass
Cat Thief	Light jazz beats, quick motifs

21.3 Sound Effects (SFX)

1   Distinct sounds for line clears, combos, and drops

2   Unique SFX per skill activation

3   Subtle alerts for Pressure escalation

21.4 Antagonist Audio Presence

The Black Baron is accompanied by low-frequency drones, whispers, and dissonant tones. His audio presence intensifies with anger and Pressure.

21.5 Player Settings & Accessibility

Players can independently control music and sound effect volume, mute audio, and adjust levels from 1 to 10. Audio settings persist across sessions.

Educational Notes

This audio system demonstrates adaptive sound design, emotional feedback loops, and the role of audio in player immersion.