

World of Tetris: Fragments of the Sleepless Realm

Game Design Document — Page 32 (Final Canon)

32. Project File Tree & Architecture Structure

This page defines the final canonical file and folder structure of the project. It reflects all systems, UI layers, emotional architecture, media handling, and narrative logic introduced throughout the GDD. This structure is mandatory and supersedes all previous file tree representations.

```
/docs
    GDD
        Page_01_Vision.pdf
        Page_02_Core_Gameplay_Loop.pdf
        Page_03_Difficulty_System.pdf
        Page_04_Scoring_and_Combo_System.pdf
        Page_05_Pressure_System.pdf
        Page_06_Black_Baron.pdf
        Page_07_Antagonist_AI_Patterns.pdf
        Page_08_Characters_Overview.pdf
        Page_09_Character_Mechanics_and_Abilities.pdf
        Page_10_Pet_System.pdf
        Page_11_Difficulty_Pressure_Pet_Interaction.pdf
        Page_12_Character_Progression_and_Skills.pdf
        Page_13_Pet_Progression_and_Skills.pdf
        Page_14_Character_Skills_Details.pdf
        Page_15_UI_Feedback_Player_Readability.pdf
        Page_16_Interface_Layout.pdf
        Page_17_Narrative_Progression_Cutscenes.pdf
        Page_18_Technical_Architecture_Overview.pdf
        Page_19_World_Story.pdf
        Page_20_World_Lore.pdf
        Page_21_Audio_Design.pdf
        Page_22_Settings_Accessibility.pdf
        Page_23_Tutorial_System.pdf
        Page_24_Accounts_Online_Meta.pdf
        Page_25_Showcase_Demo_Mode.pdf
        Page_26_Input_Systems.pdf
        Page_27_Animation_and_VFX_System.pdf
        Page_28_AI_Bot_and_Decision_Visualization.pdf
        Page_29_Black_Baron_Minions.pdf
        Page_30_Minion_System_and_UI.pdf
        Page_31_Game_Architecture_Structure.pdf
        Page_32_Project_File_Tree.pdf
        Page_33_Canonical_Development_Pipeline.pdf
        Page_34_UI_Architecture_Scheme.pdf
        Page_35_Pause_System.pdf
        Page_36_Emotion_and_Skill_Visual_Layer.pdf
        Page_37_Emotional_States_Catalog.pdf
        Page_38_avatar_Media_Animation_Timing.pdf
        Page_39_Visual_Hierarchy_and_Pet_Intervention.pdf
    Canon.md
```

```
/client
    core
        GameFlowSystem.js
        RunContext.js
        EventBus.js
```

```
    ■■■ systems
    ■     ■■■ EmotionActionResolver.js
    ■     ■■■ CharacterManager.js
    ■     ■■■ PetManager.js
    ■     ■■■ SkillSystem.js
    ■     ■■■ PressureSystem.js
    ■     ■■■ BaronAI.js
    ■     ■■■ MinionManager.js
    ■     ■■■ BaronAspectApplier.js
    ■     ■■■ SettingsSystem.js
    ■
    ■■■ emotions
    ■     ■■■ emotion_event_map.json
    ■
    ■■■ ui
    ■     ■■■ common
    ■       ■■■ AvatarMediaRenderer.js
    ■
    ■     ■■■ left
    ■       ■■■ BaronPanel.js
    ■       ■■■ BaronAbilityPanel.js
    ■       ■■■ BaronSpriteStage.js
    ■
    ■     ■■■ right
    ■       ■■■ HeroPanel.js
    ■       ■■■ HeroStatsPanel.js
    ■       ■■■ PetPanel.js
    ■       ■■■ PlayerSpriteStage.js
    ■
    ■     ■■■ center
    ■       ■■■ HoldPanel.js
    ■
    ■     ■■■ bottom
    ■       ■■■ HotkeyLegend.js
    ■
    ■     ■■■ overlays
    ■       ■■■ PauseOverlay.js
    ■       ■■■ PauseMenu.js
    ■
    ■     ■■■ HUDRoot.js
    ■
    ■■■ assets
    ■     ■■■ avatars
    ■       ■■■ hero
    ■       ■■■ pet
    ■       ■■■ baron
    ■
    ■     ■■■ sprites
    ■       ■■■ hero
    ■       ■■■ pet
    ■       ■■■ baron
    ■       ■■■ minions
    ■
    ■     ■■■ audio
    ■       ■■■ emotions
    ■       ■■■ skills
    ■       ■■■ terminal
    ■
    ■■■ index.html
```