

## **World of Tetris: Fragments of the Sleepless Realm**

### **Game Design Document — Page 16 (Canon Addendum)**

#### **Addendum: Updated Interface Layout & Reactive Characters**

This addendum updates Page 16 to align it with the current hard canon established in Pages 34–39. All original principles regarding readability, player feedback, and reactive characters remain valid. Only interface orientation, component responsibilities, and visual hierarchy are clarified and extended.

#### **Canonical Interface Orientation**

The interface is divided into two semantic sides:

- Left side represents the source of pressure and aggression (Black Baron and Minions).
- Right side represents the player's response to pressure (Hero and Pet).

This orientation supersedes earlier left/right descriptions while preserving the original intent.

#### **Baron & Minion Presentation**

Black Baron is displayed on the left side of the interface. During Acts 1–9, the active minion is positioned in front of the Baron, visually larger by approximately 25%, partially or fully obscuring him. This reinforces the concept of minions as embodiments of pressure.

#### **Hero & Pet Presentation**

Hero and Pet are displayed on the right side of the interface. The Hero is visually dominant in height, while the Pet is smaller in height and wider in proportion, positioned between the Hero and the Baron. This layout reinforces companionship and visual hierarchy.

#### **Reactive Characters**

Reactive character feedback remains a core principle of the interface. Emotions, posture changes, and animation states are used instead of numerical meters to communicate success, failure, and pressure.

#### **Sprite Layer Hierarchy**

All sprite-based characters share a common ground line. Visual dominance is established through scale, position, and effects rather than raw size. Final Act transformations rely on levitation and VFX instead of simple scaling.

#### **Terminal States**

During terminal states (Victory / Defeat), interface elements remain visible but frozen. Pause functionality is disabled. Terminal scenes are presented as final visual sequences, not emotional states.

#### **Compatibility Note**

All clarifications in this addendum are fully compatible with the original Page 16 content. No previously defined feedback principles are invalidated; only orientation and hierarchy are brought into alignment with the final canon.

#### **Canon Status**

This addendum is mandatory. In case of conflict between the original Page 16 and this addendum, the addendum takes precedence.