World of Tetris: Fragments of the Sleepless Realm

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Showcase / Demo Mode

25. Showcase Mode Philosophy

Showcase Mode acts as an autonomous demonstration of the game's systems. It serves both as an attract mode for players and as a living example of optimal play, highlighting mechanics, characters, and visual feedback.

25.1 Activation Conditions

1   Automatically starts after inactivity on the main menu

2   Can be manually triggered from menu (optional)

3   Stops immediately upon player input

25.2 AI Demonstration Behavior

The Showcase AI plays optimally but not perfectly. It intentionally demonstrates mistakes and recoveries to showcase pressure, pet assistance, and antagonist reactions.

25.3 Visual & Audio Emphasis

1   Highlighted combos and skill usage

2   Character animations and reactions emphasized

3   Dynamic music layers showcased

25.4 Educational Function

Showcase Mode doubles as a passive tutorial, allowing players to observe advanced mechanics without pressure or failure.

Educational Notes

This mode demonstrates AI scripting, demonstration design, and the importance of first impressions in game UX.