

COMPONENT SPECIFICATION · BINDING ON EVERY LEVEL

The Stand-Up

Rule one of the narrator canon, made importable. Every twelve minutes of play, URIEL stops the level and stands up.

REPOSITORY	FILE	DEPENDENCIES	STATUS
EVEglyphDesign / paix-educational-game	docs/standup/standup.js	None. No build step.	Live in the playable

Why the rule exists

A child's spine and eyes are not a software concern in most products, which is exactly why most products bend them. The forward head, the rolled shoulders, the eye locked at arm's length for an hour — these are the durable injuries of a screen childhood, and no parent can police them from the next room. So the narrator polices them instead. The interrupt is not a wellness feature bolted onto a game; it is a constitutional obligation of the surface, and it is enforced by the same character who greets the child at the door.

The four properties that make it binding

- 01 Not skippable. There is no dismiss button, Escape is swallowed, clicking outside does nothing, and focus is trapped inside the panel. The child cannot dismiss the body rule, and neither can the level that imported it.
- 02 Not a penalty. The level is frozen, not merely covered: no timer runs down, no streak breaks, no progress is lost. The panel states this on screen in the child's own words, because a child who fears losing work will resent the stretch and learn the wrong lesson.
- 03 Seated alternative, never a skip. A child in a chair, in a cast, or having a bad day gets the same beat sitting down, one click away. Accommodation is not the same as opting out, and the component refuses to conflate them.
- 04 URIEL does it too, and badly. He is slightly off-balance, so his stretch is off-tempo. The child is never the only one being corrected, and nobody is being graded.

THE STRETCH

Sixty-six seconds out of every twelve

STEP	DURATION	WHAT THE CHILD DOES	WHAT IT PROTECTS
EYES	20 s	Look at the farthest thing in the room — wall, window, tree.	Ciliary muscle release; the eye leaves the fixed near focus a screen imposes.
SPINE	20 s	Stand. Chin back over the shoulders. Head over ribs over hips.	The forward-head posture that sets into the neck if it is rehearsed daily for years.
REACH	20 s	Reach up, then lean one way, then the other. Breathe out on the way over.	Opens the chest so the shoulders do not stay rolled forward; unloads the lumbar spine.

A closing beat of six seconds follows, in which URIEL says nothing was lost, nothing ran down, and whatever the child was building is exactly where they left it.

INTEGRATION

Importing it into a level

```
<script type="module">
  import { StandUp } from '../standup/standup.js';

  const standUp = StandUp.install({
    asset:   '../opening/assets/uriel.png',
    onPause: () => { level.frozen = true; },    // the level stops here
    onResume: () => { level.frozen = false; },  // and resumes where it was
  });
</script>
```

A classic script tag works identically and exposes `window.PaixStandUp`. The component injects its own stylesheet, builds its own DOM, and pulls Fraunces and Inter from the font CDN only if the host page has not already loaded them. Nothing else leaves the device.

A canvas level freezes like this

```
function frame(now) {
  // rule one: while the Stand-Up is on screen the level does not advance
  if (window.__paixFrozen) { last = now; requestAnimationFrame(frame); return; }
  const dt = Math.min(0.05, (now - last) / 1000); last = now;
  ...
}
```

Resetting last on the frozen frame is what makes the resume seamless: no accumulated delta is dumped into the simulation when play picks up again. This is the pattern used by the Spinning Sphere playable.

REFERENCE

Options

OPTION	DEFAULT	MEANING
intervalMs	720000	Play time between interrupts. Twelve minutes is canon; lower it for younger cohorts, never raise it.
asset	./assets/uriel.png	Path to the URIEL cutout, relative to the level.
onPause / onResume	null	Freeze and restart the level. Also emitted as DOM events.
onStep	null	Called with each stretch step, for levels that want their own cue.
steps	eyes / spine / reach	Override the stretch. Each step must carry a seated alternative or it will not seat.
persist	true	Device-local elapsed count in localStorage. Set false to store nothing at all.
countIdleAsPlay	false	Hidden tabs and blurred windows are not counted as play.
calm	false	Freezes all motion. prefers-reduced-motion does this automatically.
loadFonts	true	Pull Fraunces and Inter from the CDN only if the host page lacks them.

Methods and events

CALL	EFFECT
standUp.trigger()	Run it now — for teachers, harnesses and tests.
standUp.remaining()	Milliseconds of play left before the next interrupt.
standUp.pause() / .start()	Hold and resume the play clock across the level's own menus.
standUp.reset()	Zero the clock. Call after a long cutscene the child watched passively.
paix:standup:start / :end	Document events, for anything that is not the level itself.

EVIDENCE · REFUSALS · PROVENANCE

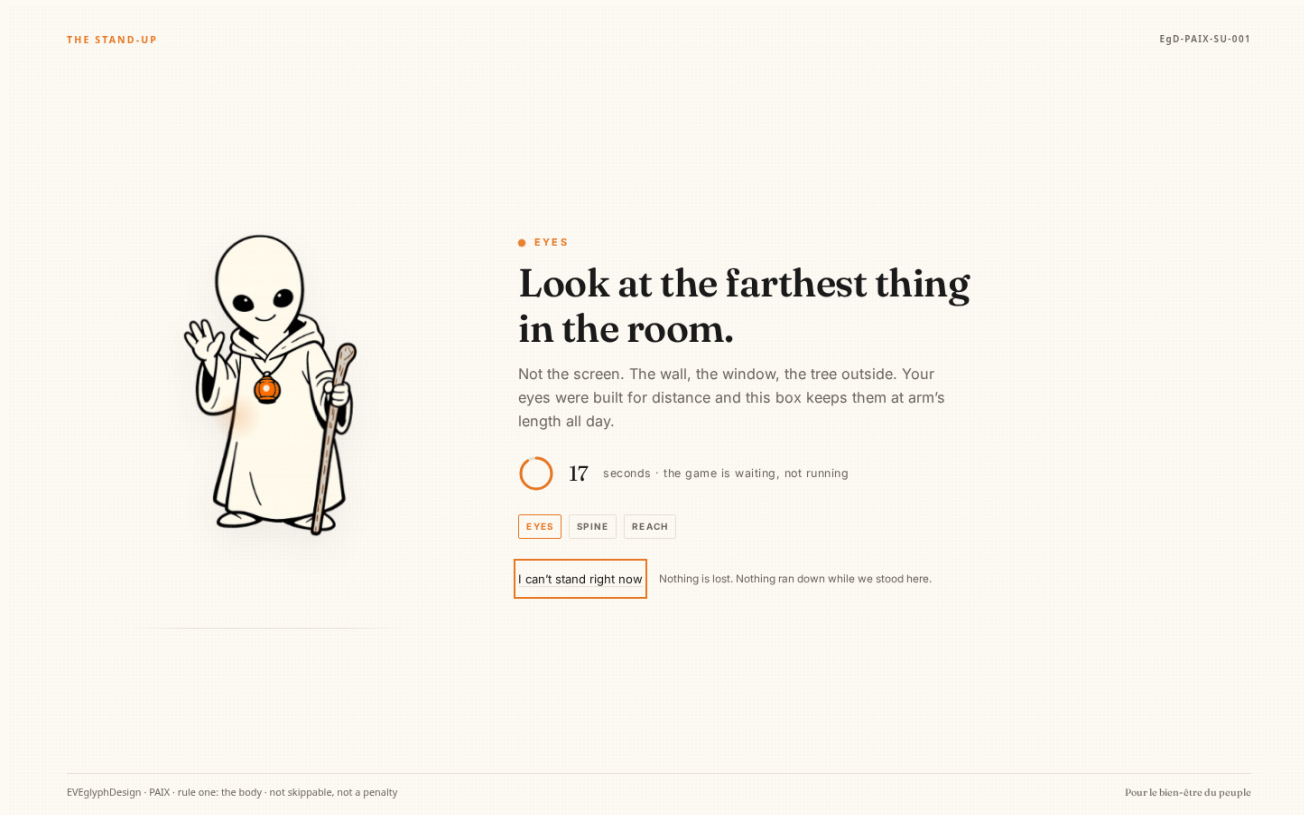


Plate 1 — the interrupt on screen inside the Spinning Sphere playable. Cream #fdfaf4 ground, ink #1a1a1a line, single orange #e87722 accent at the lantern, the step rail and the countdown ring. Fraunces display, Inter body. No second accent in frame.

What the component refuses to do

- 01 No skip, no Escape, no click-out. The interrupt cannot be dismissed by the child or suppressed by the level.
- 02 No penalty and no scoring. Nothing runs down, nothing is lost, and the stretch is never graded, timed against the child, or rewarded. A rewarded stretch is a manipulated stretch.
- 03 No network call, no account, no child data off the device. The only thing written is a millisecond count in local storage, and persist: false removes even that. The font CDN is the single outbound request the canon permits.
- 04 No shame. URIEL stretches alongside the child and does it badly. Nothing in the copy implies the child has done something wrong by sitting.

CONFORMANCE · SOURCES · PROVENANCE

Conformance

This component implements declaration one of the seven safety declarations recorded in CANON-PROVENANCE.md and stated to the child by URIEL on screen three of the opening sequence (EgD-PAIX-OPEN-001). It is subordinate to safety first, betterment second: if the interrupt cannot render, the level must not run. Any future change that makes the Stand-Up skippable, penalised, scored, rewarded, or longer-intervalled than twelve minutes is a canon breach and requires operator sign-off in eve-glyph-education before it lands.

SOURCES

- ¹ The Stand-Up component and integration harness (live) — <https://eveglyphdesign.github.io/paix-educational-game/standup/>
- ² URIEL opening sequence, EgD-PAIX-OPEN-001 — where the rule is stated to the child — <https://eveglyphdesign.github.io/paix-educational-game/opening/>
- ³ Spinning Sphere playable — first level carrying the interrupt — <https://eveglyphdesign.github.io/paix-educational-game/playable/>
- ⁴ CANON-PROVENANCE.md — narrator canon and safety declarations — <https://github.com/EVEglyphDesign/paix-educational-game/blob/main/CANON-PROVENANCE.md>
- ⁵ design/avatar-design.md — the nine constitutional avatar traits — <https://github.com/EVEglyphDesign/paix-educational-game/blob/main/design/avatar-design.md>

PROVENANCE BLOCK

Document ID EgD-PAIX-SU-001 · Key ID EgD-KEY-2026-07 · Issued 2026-07-25T20:30:52Z
SHA-256 (content) f7b70db7524d5e5aa42b6f710d28c9de1205db1ff9aad888cb4096f0342b25f7
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