

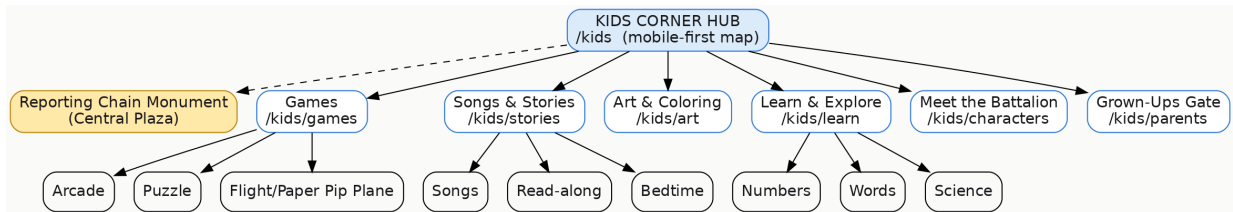
Kids Corner — The Vision

Architecture plan by Paperwork, team lead (Original Bangers → Kids Corner). Draft for Leon, 21 Oct 2026.

1. The big idea

Kids Corner is one friendly, mobile-first 'town' kids explore with their thumb. One hub map, five zones around a central plaza, and a grown-ups gate. Every page is reachable in 3 taps or fewer. All characters, art and sound are original (Paper Trooper / General Pip universe). No casino, no ads to kids, no data collection from kids.

2. Architecture



Hub at /kids. Each zone has its own landing page and sub-categories. Shared pieces: one sound toggle, one loading screen (Normal intro; arcade games use the Arcade intro), one save system stored on-device.

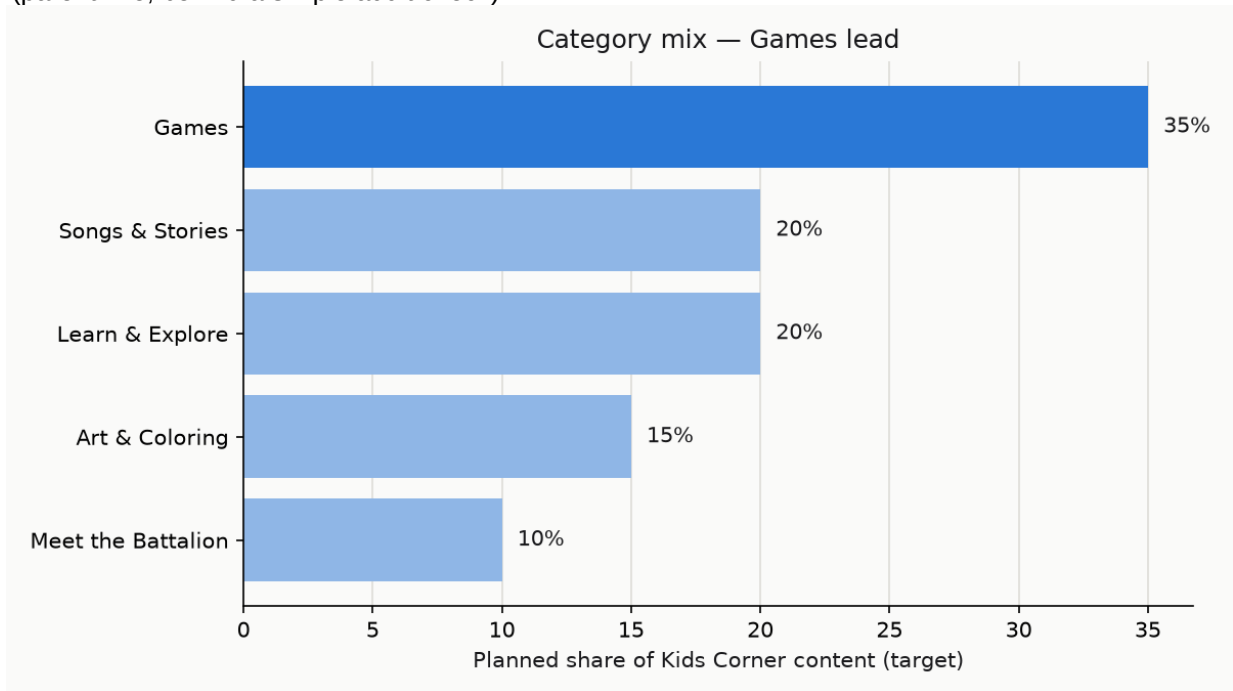
3. Layout



Big tap tiles in a 2-column grid, the plaza dead centre, a bottom nav bar for one-thumb use. On desktop the same map scales up into a wide illustrated town.

4. Categories

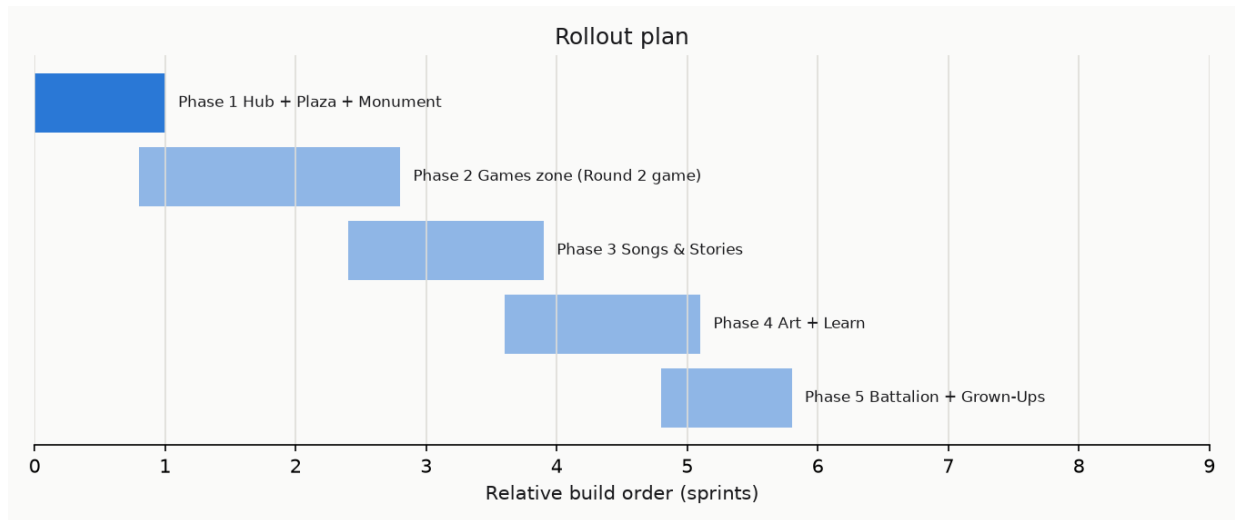
Games (arcade, puzzle, flight — includes Paper Pip Plane and the Round 2 kids game). **Songs & Stories** (songs, read-alongs, bedtime). **Learn & Explore** (numbers, words, science). **Art & Coloring** (coloring pages, sticker maker). **Meet the Battalion** (character cards by Blueprint). **Grown-Ups Gate** (parent info, behind a simple adult check).



5. The Monument

Location: the Central Plaza, the exact centre of the hub map — every kid passes it on the way to any zone. It is a statue of the Reporting Chain: a guy reporting his reports to the reporter, who is reporting to the guy repo-ing the car (tow truck and all). Tap it and the chain animates, each figure handing a paper down the line, ending with the car getting towed. It's the landmark, the meeting point, and the Kids Corner logo silhouette.

6. Rollout



Team at 21:00: Pixel — hub, layout, plaza build. Pizzapan — Games zone design. Blueprint — art direction, Battalion, monument sculpture art. Whiz — Paper Pip Plane into Games. GMan — Songs & Stories writing. Testers optional, on request.