**Purpose**: This document outlines the parameters that we will need to control in order to generate the levels for the single player mode.

# Mode Definition Parameters

* Boolean: Whether or not the level pattern will include Tapping.
* Boolean: Whether or not the level pattern will include Dragging.
  + Note that if both of the above Booleans are true then the level pattern generated will randomly include tapping and dragging gestures.
* Boolean: Whether or not the level pattern will include Flicking.
* Boolean: Whether or not the level pattern will include Rotations (Both clockwise and counter-clockwise).
* Boolean: Whether or not the level pattern will include Colour Swaps.
  + Note that if all of the above are true, that is “Ultimate” mode as defined by the GDD and any of the above items can happen within the pattern.

# Other Level Parameter Definitions

* Integer: Number of Buttons.
  + The number of buttons can vary as either 3 (in a triangle shape), 4 (in a square shape), or 5 (in a star shape).
* Integer: Length of Pattern.
  + The Length of Pattern can vary between 3 and 19. This value dictates how many movements are to be assigned to the pattern before the level has been successfully completed by the player.
* Integer Array: Skybox List
  + An ID list of all of the skyboxes so that we can call a specific skybox on level initialization.
* Boolean: Slow Build
  + Slow Build is the default pattern building mechanic whereby a single addition is added to the pattern at the end of each turn. When slow build is disabled, the pattern plays in its entirety for the player to memorize and match.
* Integer: Level Number
  + This number lets us know when in the sequence of levels this level is loaded. Such as, Level 8 is unlocked after Level 7.