

Handz V1 PRD Bundle

CH09 — Default Move Library System

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Status:	Draft
Depends on:	CH03 (Core Concepts & Glossary), CH10 (Canonical IDs/Aliases/Families/Variants), CH08 (Entitlements & Plan States), CH07 (Auth/Guest rules)
Related:	CH11 (Custom Moves & Editing), CH12/CH13 (Flow Builder Data Model), CH15 (Library), CH17-CH19 (Sharing/Imports), CH28 (Offline Behavior & Sync)
Supersedes:	—
Owned Decisions:	What the app ships with on day-1 for the default move library (structure + default catalog). This chapter also locks: (1) ship with zero technique descriptions by default, (2) guest sees a fixed default catalog and cannot customize.
Open Questions / Placeholders:	PLACEHOLDER: Final move-family mapping refinement • Owner: CH10 • Options: tighten families vs split • Default: moderate grouping. PLACEHOLDER: Final default catalog size (target ~120) • Owner: CH09 • Default: catalog below.

This chapter specifies exactly what move content ships in Handz V1 so users can start building flows immediately without needing to create a move library from scratch. It also defines how the default library is organized and surfaced in the Move Picker, while keeping technique interpretation flexible (no mandatory descriptions; users can customize later).

Canonical IDs, alias rules, families, and variant mechanics are defined in CH10; this chapter only commits the shipping catalog and how it is packaged and presented. See: HZ-V1-CH10 §1–§5.

1. Goals

- Zero-friction start: user can build meaningful flows on first launch using shipped moves.
- Cross-discipline coverage: supports the most common striking vocab across boxing, kickboxing, Muay Thai, karate/TKD style striking, and modern MMA striking language.
- Flexible semantics: avoid arguing about technique by shipping with 0 technique descriptions; users add their own notes/videos later (See: CH11).
- Searchable and scalable: move list is large enough to feel complete, but organized so it does not feel overwhelming.
- Stable imports: shipped moves provide anchors for sharing and importing flows without mapping chaos (See: CH17–CH19).

2. Non-Goals (for this chapter)

- No deep technique instruction, coaching cues, or 'correct form' content ships in V1 default moves.
- No personalized move libraries for Guests (Guest rules are owned by CH07/CH08/CH28).
- No community move marketplaces or public libraries (non-goal for V1).

3. Default Library Packaging Model

Handz V1 ships one canonical move catalog (the 'Mixed Striking Essentials' catalog). Users do not download multiple separate catalogs; instead, the app provides filter presets that reveal subsets of the same catalog (e.g., Boxing view vs Muay Thai view). This prevents duplicated moves, inconsistent IDs, and import conflicts.

3.1 Catalog vs Preset Views

- Catalog: the authoritative list of MoveDefs shipped with the app (this chapter).
- Preset View: a saved filter configuration that highlights a subset of moves by style tags (e.g., Boxing, Kickboxing, Muay Thai, Karate/TKD).
- User selection: during onboarding, signed-in users can pick 1+ preset views as their default 'quick picks' (See: CH07 onboarding flow).

3.2 Technique Neutrality Policy (Lock)

- Default MoveDefs ship with: name, family, tags, and minimal metadata needed for filtering. They do NOT ship with technique descriptions.
- Any 'how to' content is user-authored (notes) or linked media (See: CH11 and CH29 for media rules).
- If a move name is disputed (e.g., push kick vs teep), both can exist as separate canonical moves when the community commonly treats them differently.

4. The V1 Shipping Catalog (Mixed Striking Essentials)

The following MoveDefs ship with Handz V1 by default. Total: 122 moves. These moves are available to all users for building flows. (Guest limitations apply to saving/customizing flows; see CH07/CH08/CH28.)

4.1 Catalog Content — Grouped List

Punches (Boxing Core)

- Jab
- Cross
- Lead Hook
- Rear Hook
- Lead Uppercut
- Rear Uppercut
- Lead Body Hook
- Rear Body Hook
- Lead Shovel Hook (body uppercut/hook hybrid)
- Rear Shovel Hook (body uppercut/hook hybrid)
- Overhand Right
- Overhand Left
- Lead Backfist (non-spinning)
- Spinning Backfist
- Superman Punch
- Hammerfist
- Chopping Downward Punch
- Lead Check Hook (hook with pivot/angle step)

Kicks (Front/Linear)

- Front Kick (snap-style)
- Lead Front Kick
- Rear Front Kick
- Push Kick (generic push kick)
- Lead Push Kick
- Rear Push Kick
- Teep (Muay Thai-style push kick)
- Lead Teep
- Rear Teep
- Side Kick
- Lead Side Kick
- Rear Side Kick
- Oblique Kick (knee stomp-style)
- Back Kick (linear, non-spinning)
- Spinning Back Kick

Kicks (Round/Angle/Spin)

- Roundhouse Kick (generic)
- Lead Roundhouse Kick
- Rear Roundhouse Kick
- Body Kick (roundhouse to body)
- Head Kick (roundhouse to head)
- Low Kick (generic)
- Outside Low Kick
- Inside Low Kick
- Calf Kick (generic)
- Outside Calf Kick
- Inside Calf Kick
- Switch Kick
- Question Mark Kick
- Hook Kick
- Crescent Kick (inside)
- Crescent Kick (outside)
- Axe Kick
- Spinning Hook Kick (wheel kick)
- Tornado Kick

Knees

- Straight Knee
- Lead Knee
- Rear Knee
- Curving Knee (round knee)
- Clinch Knee
- Flying Knee

Elbows

- Horizontal Elbow
- Diagonal Elbow (downward/45-degree)
- Up Elbow
- Down Elbow (12-6)
- Back Elbow
- Spinning Elbow
- Step-in Elbow
- Elbow Smash (short elbow/inside elbow)

Defense (Guards/Blocks/Catches/Checks)

- High Guard
- Shell / Cover (tight guard)
- Long Guard
- Cross-Arm Guard
- Forearm Frame (frame inside/against head/shoulder)
- Post (stiff arm post to manage distance)
- Inside Parry (punch)
- Outside Parry (punch)
- Catch / Trap (punch catch or glove trap)
- Slip Block (catch-and-return placeholder; see CH14 for sequence detail)
- Shin Check (kick check)
- Knee Check (raise knee to block body kick)
- Thai Body Block (forearm + elbow tucked)
- Kick Catch (body kick catch)
- Front Kick Scoop/Parry (kick parry)
- Deflect Kick (push kick/teep deflection)
- Clinching Cover (smother/close distance safely)
- Break / Push-Off (create space after contact)

Defense (Head Movement/Evasion)

- Slip Left
- Slip Right
- Roll Under (left)
- Roll Under (right)
- Duck
- Pull Back / Lean Back
- Lean Left (outside sway)
- Lean Right (outside sway)

Footwork & Positioning

- Step In (forward step)
- Step Out (back step)
- Step Left
- Step Right
- Shuffle In

- Shuffle Out
- Pivot Left
- Pivot Right
- Circle Left
- Circle Right
- Angle Step Left (cut angle)
- Angle Step Right (cut angle)
- L-Step
- V-Step
- Switch Stance (stance switch)
- Hop Step (quick range change)
- Slide Step (glide step)
- Drop Step (weight shift entry)
- Exit Left
- Exit Right

Clinch & Control (Striking-Only)

- Single Collar Tie
- Double Collar Tie (plum)
- Biceps Tie / Inside Control
- Clinch Turn (off-balancing turn)
- Frame + Exit (break clinch with frame)
- Hand Fighting / Pummeling (lightweight; no takedown intent)

Feints & Setups (Optional, but shipped)

- Jab Feint
- Hand Feint (flash/half-punch)
- Hip Feint (weight/hip fake)
- Kick Feint

4.2 Key Naming Decisions (Locks)

- Push Kick and Teep are separate canonical moves (even if many people use them interchangeably).
- Front Kick (snap-style) is distinct from Push Kick/Teep.
- High-frequency lead/rear variants are shipped as separate MoveDefs for quick selection (front kick, push kick, teep, side kick, roundhouse). Other variants are handled via user customization (See: CH10/CH11).

5. Move Picker Organization & Filters (V1 Requirements)

The Move Picker must make 122 shipped moves feel approachable. V1 achieves this using a predictable hierarchy: Category → Family → Variant (optional) plus fast Search and Preset Views.

5.1 Required Filters

- Search (by display name; fuzzy match optional but recommended).
- Category filter: Punch / Kick / Knee / Elbow / Defense / Footwork / Clinch / Feint.
- Style preset filter: Boxing, Kickboxing, Muay Thai, Karate/TKD, Mixed (default).

- Body-part filter: Hands, Legs, Knees, Elbows, Mixed.
- Optional target filter (V1): Head, Body, Legs (where relevant); this can also be set per node instead of per move (See: CH13).

5.2 Required UI Behaviors

- The Move Picker always shows 'Most Used' and 'Recently Used' (per user) at the top when search is empty (requires account; guest gets static 'Popular Picks').
- When a user selects a style preset, the Move Picker visually confirms the active preset (chip/pill style).
- Selecting a move closes the picker and inserts that move into the flow (See: CH12/CH13 for builder insertion logic).
- If a move has explicit lead/rear variants, the picker either: (A) shows the variant list immediately after selecting the family, or (B) inserts the generic move and lets user switch variant later. Default for V1: option A (fewer surprises).

6. Guest vs Signed-In Behavior (Move Library)

This chapter defines move availability; account state defines what the user can do with moves and flows. See: CH07 (Auth), CH08 (Entitlements), CH28 (Offline/Guest).

6.1 Guest (No Account)

- Guest can browse the full shipped move catalog and build a flow in-memory.
- Guest cannot save flows (even locally). Attempting to save triggers account creation prompt (See: CH07).
- Guest cannot customize the move catalog (no custom moves, no editing shipped moves, no personal notes).

6.2 Signed-In (Free/Pro/Trial)

- Signed-in users can select and pin preset views during onboarding and can change defaults later in Settings.
- Signed-in users can create custom moves and add personal notes/media to any move (subject to plan/media rules; See: CH11/CH29).
- Signed-in users can track Most Used/Recently Used move history for faster picking.

7. Import/Sharing Compatibility Requirements

Default moves are the backbone of reliable imports. This chapter defines the minimum expectations; mapping rules live in CH10 and conflict resolution lives in CH19.

- Every shipped MoveDef must have a stable canonical ID (See: CH10).
- When importing a flow, the receiving device must be able to resolve shipped moves by canonical ID even if the display name differs.
- If a flow references a move not in the shipped catalog (custom move), import must flag it as a custom payload and follow CH19 conflict resolution.

8. Acceptance Tests (CH09)

- Given a fresh install as Guest, when the user opens the Move Picker, then the app shows the Mixed Striking Essentials catalog and allows inserting any shipped move into an unsaved flow.
- Given Guest mode, when the user attempts to save a flow, then the app blocks the save and routes to the account creation prompt (no local save).
- Given a signed-in user, when the user searches 'Teep', then the Move Picker returns Teep and does not auto-replace it with Push Kick.
- Given a signed-in user, when the user searches 'Push Kick', then the Move Picker returns Push Kick and does not auto-replace it with Teep.
- Given the Roundhouse family, when the user selects it, then the picker offers Lead Roundhouse Kick and Rear Roundhouse Kick as explicit choices.
- Given the Move Picker with empty search, when the user is signed-in and has usage history, then Most Used and Recently Used sections render above the full list.
- Given a signed-in user, when the user switches style preset to Boxing, then only boxing-relevant moves are highlighted/visible per the preset filter and the preset chip shows active.
- Given a flow import payload referencing a shipped canonical move, when the receiving user imports the flow, then the move resolves to the shipped MoveDef without prompting.

Acceptance Checklist

- Catalog contains exactly the grouped list in §4.1 (122 MoveDefs).
- Teep and Push Kick exist as separate selectable moves.
- Guest can insert moves but cannot save flows.
- Move Picker includes Search + Category + Style Preset filters.
- Lead/Rear variants are offered for the shipped variant moves (front kick, push kick, teep, side kick, roundhouse).

9. Replit Build Prompt (CH09)

Goal: implement the shipped Move Catalog and Move Picker behaviors exactly as specified in CH09, without inventing new moves or changing names. Do not implement other chapters unless required dependencies are missing; instead stub them and leave TODO markers referencing the owning chapter.

- Create a MoveDef schema (TypeScript interface) with fields needed for filtering: canonicalId (string), displayName (string), category (enum), familyId (string), styleTags (array), bodyPart (enum), hasVariants (bool), variantOf (optional), and sortOrder (int).
- Hardcode the CH09 §4.1 catalog as a seed JSON file committed to repo (e.g., /seed/moves_v1.json). Keep names EXACT.
- Implement a MoveCatalog loader that reads the seed JSON on first launch and persists it to the local database for signed-in users; Guest can read directly from seed in memory.
- Build Move Picker UI component with: search bar, category chips, style preset chips, and list sections (Most Used, Recently Used, then full list).
- Implement Most Used/Recently Used only for signed-in users; Guest shows static 'Popular Picks' (define 8-12 moves: Jab, Cross, Lead Hook, Rear Hook, Teep, Push Kick, Roundhouse Kick, Slip Left, Shin Check, Pivot Left).
- Implement variant selection: if user taps a family that has lead/rear variants, show a modal sheet listing variants and insert the chosen variant.

- Write unit tests: search returns Teep separately from Push Kick; roundhouse returns variants; catalog count equals 122.
- Expose a developer-only debug screen (hidden gesture) that shows catalog counts by category to verify seeding.

10. Troubleshooting Notes (CH09)

- Symptom: Duplicate moves appear after app update. Likely cause: seeding runs twice without checking canonicalId uniqueness. Fix: enforce unique index on canonicalId and skip existing records during seed migration.
- Symptom: Search for 'Teep' returns Push Kick only. Likely cause: alias mapping applied too early. Fix: do not merge display names in CH09; alias mapping belongs to CH10/CH19 and must still preserve separate canonical moves when CH09 says so.
- Symptom: Move Picker feels overwhelming. Fix: ensure category + preset filters are prominent and Most Used/Recently Used sections render before the full list.
- Symptom: Guest cannot insert moves. Fix: allow Move Picker in Guest; only saving flows is gated (See: CH07/CH08).
- Symptom: Variant modal never appears. Fix: set hasVariants=true for families with explicit lead/rear variants in the seed data.