

Handz V1 PRD Bundle

CH09 — Moves: Default Library System

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Required Front-Matter

- **Doc ID:** HZ-V1-CH09_Moves_Default_Library_System_R1
- **Revision:** R1 (2026-01-02)
- **Status:** Draft
- **Depends on:** CH03 (Core Concepts & Glossary), CH07 (Auth & Guest Rules), CH08 (Entitlements), CH10 (Canonical IDs & Aliases), CH11 (Custom Moves), CH29 (Storage Limits)
- **Related:** CH05 (Screen Inventory), CH12/CH13/CH14 (Flow Builder), CH17–CH19 (Sharing/Inbox/Import Conflicts), CH30 (Safety/Abuse Ladder)
- **Supersedes:** —
- **Owned Decisions (locked by this chapter):** Default move library principles, pack structure & onboarding selection flow, what ships as the initial “ready-to-use” move catalog (without technique descriptions).
- **Open Questions / Placeholders:** See §12 (Placeholder Registry).

1. Purpose

CH09 defines the **default move library** that ships with Handz V1 and how users select and use it. The goal is to make Handz immediately usable on first launch (no “blank app” friction) while remaining flexible across striking styles and personal terminology. CH09 is intentionally conservative about technique correctness: we ship naming + organization, not “how to do it” instructions.

2. Core Principles (Non-Negotiable)

- **Instant usability:** a user can build their first flow immediately using shipped moves; no custom-move creation required to start.
- **Style neutrality:** default moves avoid style-specific technique claims; the library is broad and inclusive across major striking disciplines.
- **Terminology flexibility:** similar-looking strikes can exist as separate moves (e.g., “Teep” and “Push Kick” are distinct) to reduce naming friction.
- **Progressive complexity:** beginners use the basics; advanced users can add nuance later via CH10–CH11 (aliases/families/variants/custom fields).
- **Organization over explanation:** shipping value comes from fast selection, tagging, and flow-building—not from embedded technique coaching content.

- **Reversible and user-owned:** users can opt into packs, add/remove packs later, and override names/aliases via their personal library (CH10/CH11).

3. What Ships in V1

V1 ships with a curated default catalog sized for “essentials + defense” (target around **~120 core moves**). This catalog is organized into **Move Packs** (selectable subsets) so users can start broad (mixed) or choose specific disciplines.

Ship includes:

- A global **Canonical Move Catalog** (the master list of shipped moves) with stable canonical IDs (owned by CH10).
- **Move Packs** (Boxing, Kickboxing, Muay Thai, Karate/TKD, Defense/Footwork, Mixed Striking Essentials) that reference catalog moves by canonical ID.
- Default tags for shipped moves (e.g., Strike Type, Target, Range, Defense, Footwork) and pack-level filtering presets.
- A **Move Selection Onboarding** for account users (choose packs and/or individual moves).
- A **Guest Mode** default pack selection (Mixed Striking Essentials) with clear “what you miss without an account” messaging (owned by CH07/CH08, referenced here).
- A **Move Picker** experience optimized for flow-building (search + filters + recents).

Ship explicitly does NOT include:

- Technique instructions, coaching descriptions, cue words, or “how to execute” guidance for default moves (to avoid correctness disputes).
- Public move sharing marketplaces or community libraries (future).
- Mandatory stance/lead/rear variants baked into the move name (handled via variants and user customization later; see §8 and CH10).

4. Default Library Architecture

Handz V1 distinguishes between: (1) the shipped **Canonical Catalog**, (2) user-selected **Active Move Set**, and (3) user-created **Custom Moves**. This prevents dilution (too many moves visible at once) while keeping the system flexible.

4.1 Canonical Catalog

- A static list shipped with the app (and updatable via app updates).
- Each entry has a stable **canonical ID** and a default display name (see CH10).
- Moves may belong to multiple tags and multiple families (family/alias logic is CH10; referenced here).
- No technique description text ships in V1; description fields exist but default to empty.

4.2 Active Move Set (per user)

- The subset of catalog moves the user chooses to actively use in their library and pickers.
- Determined by onboarding selection (packs and/or individual moves).
- Editable later via Settings → Moves (see §7.5).
- Used by all move pickers in flow builder and practice setup screens.

4.3 Custom Moves (per user)

- Created by the user (CH11).
- Can be added regardless of chosen packs, but creation is gated by plan state (see CH08).
- Can be shared in flows as payloads; conflict resolution is handled in CH19.
- User can revert edits per move without reverting the entire library (CH11).

5. Move Packs

Move Packs are pre-curated sets designed to avoid overwhelming users and to match how real strikers identify their training. Users can select multiple packs; packs can overlap. Overlap is allowed and expected.

5.1 Pack Rules

- A pack is a list of canonical IDs + a pack label + optional pack description.
- A move can be in multiple packs.
- Selecting a pack adds all its moves to the user's Active Move Set, but the user can remove individual moves afterward.
- Users may also skip packs and instead manually choose individual moves from the catalog (power users).
- Guests do not select packs individually; they receive a fixed default pack (Mixed Striking Essentials) (see §7).

5.2 Shipped Packs (V1)

- **Mixed Striking Essentials** (default for Guest; suggested for new users) — broad basics across hands, kicks, knees/elbows (where applicable), defense, and footwork.
- **Boxing Essentials** — punches, basic defense, boxing footwork.
- **Kickboxing Essentials** — punches + kicks + checks + basic defense.
- **Muay Thai Essentials** — punches, kicks, knees, elbows, checks, clinch-entry basics (as move names only).
- **Karate/TKD Essentials** — stance-based kicks, side kicks, blitz entries (as move names only).
- **Defense & Footwork Essentials** — slips, rolls, blocks/guards, checks, pivots, steps, angles, stance switches.

6. Default Tags & Filters

Default tagging is critical because it enables quick selection without forcing users to learn the full catalog. Tags are the UI vocabulary: the user can think “Defense → Slip” or “Kicks → Front Kick” rather than scrolling.

6.1 Tag Taxonomy (Shipped)

- **Discipline:** Boxing, Kickboxing, Muay Thai, Karate/TKD, Mixed
- **Category:** Punch, Kick, Knee, Elbow, Defense, Footwork, Clinch/Entry (names only)
- **Subtype:** Jab, Cross, Hook, Uppercut; Front Kick, Round Kick, Side Kick; Slip, Roll, Parry, Guard, Check; Pivot, Step, Switch, Angle
- **Target:** Head, Body, Legs (multi-select allowed)
- **Range:** Long, Mid, Close (best-effort defaults; users can override later)
- **Handedness/Side** (optional tag): Lead, Rear, Either (best-effort defaults; users can override later)

6.2 Filtering Defaults (Move Picker)

- Primary filter chips are Category + Target + Range.
- Discipline filter is available but does not hide moves unless selected (to avoid “where did my move go?” confusion).
- Search works on default display name + alias terms (alias mapping is CH10).
- Recents appear above results as quick-add pills.

7. Onboarding: Selecting Moves

Because flowcharts are unfamiliar to most martial arts users, onboarding must do two things: (1) explain what Handz does, and (2) ensure the user has a move set that matches their training so building flows feels natural.

7.1 Entry Points

- **New Account (first run)**: after signup/login, user is guided through pack selection.
- **Guest Mode (first run)**: user enters with Mixed Striking Essentials preloaded and restricted capabilities (CH07/CH08).
- **Post-Guest Upgrade**: when a guest creates an account, they are offered a lightweight “Refine Your Move Set” step (not forced, skippable) to reduce mismatch.

7.2 Account Onboarding: Pack Selection UX

Screen: **Select Your Moves** (exact routing and page inventory is owned by CH05/CH07; this chapter defines behavior and content).

- **Step A — Choose disciplines**: user selects 1+ disciplines they train (or “Mixed / I cross-train”).
- **Step B — Recommended packs**: app recommends packs based on selection (e.g., Boxing + Kickboxing → Boxing Essentials + Kickboxing Essentials + Defense & Footwork).
- **Step C — Optional manual refine**: user can tap “Review Moves” to add/remove individual moves before finishing.
- **Step D — Done**: active move set is created; user lands in the app with “Create Flow” CTA.

7.3 Guest Mode Behavior (V1)

- Guests receive **Mixed Striking Essentials** as their active set automatically.
- Guests can browse, build, and experiment, but **cannot save flows** (even locally) and cannot create custom moves (CH07/CH08).
- When a guest attempts to save a flow, the app must block and show an account creation prompt that clearly explains: saving requires an account.
- Guest UI must include a persistent, non-annoying reminder that an account unlocks: saving flows, selecting packs, customizing move library, and practice (Pro/credits).

7.4 “Guest Warning” Copy Requirements

Copy is owned by CH15, but CH09 requires that guest messaging includes these concepts (in simple language):

- Guests use a preloaded move set that may not match their exact gym terminology.
- Creating an account allows selecting packs and refining the move set for better accuracy.
- Saving flows requires an account (hard gate).
- Practice is a Pro feature (or credits) and requires saved flows (cannot practice inbox items for Free).

7.5 Settings: Managing Packs After Onboarding

- Settings → Moves includes: Selected Packs list, Add/Remove packs, and “Review individual moves” editor.
- Removing a pack removes its moves only if those moves are not included by any other selected pack and are not explicitly pinned by the user.
- Pinned moves (user-marked) remain in active set regardless of pack changes.
- If a move is referenced by an existing flow, removing it from the active set does not delete it; it just hides it from pickers. Flow rendering must still display it (owned by CH12/CH16).

8. Variants, Aliases, and “Similar But Different” Moves

Handz must support both realities: (1) many users treat certain terms as identical, and (2) other users treat them as distinct because nuance matters. V1 handles this primarily through naming and pack inclusion, while deeper mapping is handled in CH10.

8.1 Canonically distinct moves (example)

- **Teep** and **Push Kick** ship as separate canonical moves (distinct IDs).
- Both may belong to the same broader family later (CH10), but V1 does not force them to be treated as one.
- Users choose whichever terms they want in their active set by pack selection and later via individual move editor.

8.2 Lead/Rear and stance nuance

The execution of lead vs rear can differ. V1 avoids forcing this nuance into the default name to keep pickers simple. Instead, V1 supports two complementary mechanisms:

- **Optional Side attribute** (Lead/Rear/Either) shown in move detail and optionally in node chips (owned by CH10/CH12).
- **User-splitting**: a user may duplicate a move into two personal variants (e.g., “Front Kick (Lead)” and “Front Kick (Rear)”) using CH11 custom/duplicate model.

8.3 How users learn they can split moves

- Move detail screen includes an explicit action: “Create variant / split this move” (wording finalized in CH15).
- During onboarding review step, a tip row appears for common cases: “Want lead/rear versions? You can split moves later.”
- When a user repeatedly sets Side=Lead for the same move across nodes, the app may suggest: “Create a lead-only variant?” (optional, can be deferred).

9. Default Move List Strategy

This chapter defines **how we decide** what ships, not just the raw list. The goal is high coverage with low confusion.

9.1 Inclusion Criteria

- Commonly taught across many gyms and widely recognized by name (low ambiguity).
- High utility in flow-building (appears frequently in combos, counters, defenses).
- Represents major categories evenly (hands, kicks, defense, footwork).
- Avoids overly niche technique names that would dilute search and overwhelm beginners.

9.2 Exclusion Criteria (for V1)

- Highly style-specific named techniques with inconsistent definitions between gyms.
- Very rare or novelty techniques that most users will never select.

- Moves that are more like multi-step sequences (those belong as paths or sequence notes in the flow builder, not as single moves).

9.3 Handling “advanced but common” moves

Some moves are advanced but common (e.g., check hook). These can ship as separate canonical moves when the name is widely understood, and they can also be defined as variants in CH10 later. V1 supports both by shipping the canonical entry and linking it to a family/variant relationship (CH10).

10. Data Fields for Shipped Moves (V1)

To stay neutral, shipped moves have minimal content. Fields exist for future growth and user customization (CH10/CH11).

10.1 Minimal shipped fields

- **canonical_id** (string/UUID) — stable identifier (owned by CH10).
- **display_name** (string) — default name shown in UI.
- **disciplines** (array) — used for pack membership and filtering.
- **categories** (array) — Punch/Kick/Defense/etc.
- **targets** (array) — Head/Body/Legs as applicable.
- **range** (enum) — Long/Mid/Close (best-effort default).
- **side_default** (enum) — Lead/Rear/Either (best-effort default).
- **tags** (array) — additional tags for filtering.
- **description** (string) — shipped empty in V1.

10.2 Optional shipped metadata (allowed)

- Short “alt labels” for search keywords (not technique descriptions), e.g., “jab” searchable by “lead straight”.
- Family identifiers for grouping (CH10 owns exact structure).
- Iconography category (optional) for UI chips (e.g., glove icon for punches) — purely visual, no technique claims.

11. UX: Move Picker in the Flow Builder

The default library is only valuable if it's easy to pick from during flow creation. This section defines the picker behavior that leverages packs, tags, and recents. The picker screen itself is inventoried in CH05 and used in CH12.

11.1 Picker entry points

- Add First Move (empty canvas).
- Add Next Move from a node.
- Add Branch response move.
- Replace Move (root or any node).

11.2 Picker layout requirements

- Search bar at top (instant filter).
- Category chips row (Punch/Kick/Defense/Footwork/etc.).
- Secondary chips row (Target, Range) collapsible.
- Recents section (last N moves used) pinned at top.

- Alphabetical or relevance list below; minimal scrolling friction.

11.3 Picker selection behavior

- Tapping a move selects it and returns immediately to the builder with the move inserted.
- Long-press opens a quick preview (name, tags, optional side).
- If selected move is not in active set (rare), app offers: “Add to my move set” (account only) or blocks in guest mode.

11.4 Performance constraints

- Picker must remain snappy with catalog sizes >150.
- Search/filter operations are local (in-memory) with debounced search input.
- Recents are stored locally and do not require network.

12. Placeholder Registry (Owned by CH09 unless stated)

Anything not locked must be treated as a placeholder with options. If a placeholder is resolved, update CH00 Decision Log and bump CH00 revision.

- **PLACEHOLDER:** Default_Catalog_Final_List • Owner: CH09 • Options: (A) keep current ~120 essentials, (B) expand to 150 with more defense/footwork, (C) shrink to 90 ultra-basics • Default: A
 - Decide-by: before App Store submission
- **PLACEHOLDER:** Pack_Composition_Tuning • Owner: CH09 • Options: (A) fewer packs, broader; (B) more packs, narrower • Default: A • Decide-by: before onboarding copy lock (CH15)
- **PLACEHOLDER:** Search_Keywords_Per_Move • Owner: CH10 • Options: none, minimal synonyms, expanded synonyms • Default: minimal synonyms • Decide-by: before QA pass on move search
- **PLACEHOLDER:** Recents_Count_N • Owner: CH12 • Options: 8/12/20 • Default: 12 • Decide-by: during performance testing

13. Acceptance Test Checklist (Given / When / Then)

- **Onboarding pack selection:** Given a new account, when the user selects Boxing Essentials and Defense & Footwork and taps Done, then the active move set contains the union of those packs and the user can pick those moves in the flow builder.
- **Guest default:** Given a guest user, when they open the flow builder and open the move picker, then they see Mixed Striking Essentials moves available without manual pack selection.
- **Guest save gate:** Given a guest user with an unsaved flow, when they tap Save, then the app blocks saving and shows the account prompt explaining saving requires an account.
- **Pack overlap:** Given two selected packs that share moves, when the user deselects one pack, then shared moves remain available if still included by another pack or pinned.
- **Teep vs Push Kick:** Given the default catalog, when searching “teep”, then Teep appears; when searching “push kick”, then Push Kick appears; both can be added to the same active set.
- **Move picker speed:** Given an active set of 150 moves, when typing in search, then results update within an acceptable threshold (no noticeable lag) and the UI stays responsive.
- **Flow integrity after move removal:** Given a flow containing a move later removed from the active set, when viewing that flow, then the node still renders with its name and the flow remains editable (replace move available).

14. Replit Build Prompt (Chapter-Scoped)

Copy/Paste Prompt

You are implementing Handz V1 PRD Bundle (HZ-V1). Follow CH00 rules.
Implement CH09 only: Moves: Default Library System.

GOAL

- Ship a default move catalog and selectable packs, plus onboarding selection for account users and fixed default set for guests.

- Do NOT add technique descriptions; keep shipped move descriptions empty.
- Support Teep and Push Kick as distinct canonical moves.
- Guests cannot save flows and cannot customize move packs.

DELIVERABLES

- 1) Data model for canonical move catalog (seed data) and move packs.
- 2) Onboarding screens/flows to select packs (account users) and review moves (optional step).
- 3) Settings screen section to manage packs and active move set (account users).
- 4) Move picker UI that filters by Category/Target/Range, supports search, and shows Recents.
- 5) Local recents tracking and debounced search.

CONSTRAINTS

- Implement only what CH09 owns. For canonical ID structure and alias/family rules, reference CH10.
- For guest limitations and save gating, reference CH07/CH08.
- For screens and routes, reference CH05/CH04 if provided; otherwise create placeholders and label them clearly.

BUILD ORDER

- A) Create seed JSON for canonical moves and packs (start with ~120 moves). Keep descriptions blank.
- B) Build a local data layer that loads catalog + packs and composes the user's Active Move Set.
- C) Implement onboarding: select disciplines -> recommended packs -> optional review moves -> Done.
- D) Implement Settings -> Moves: packs list + add/remove packs + pin/unpin moves + review moves.
- E) Implement Move Picker component used by Flow Builder actions (Add, Replace, Branch).
- F) Add tests for: guest default, pack union, removing pack, and search for Teep/Push Kick.

STOP CONDITIONS

- If you must assume something (e.g., exact list of moves), write it into a PRD_ASSUMPTIONS block and stop before shipping that part.

15. Troubleshooting Notes (Chapter-SScoped)

- **Moves missing in picker:** verify Active Move Set composition (packs union + pinned moves) and confirm user is not in Guest mode if expecting pack edits.
- **Search feels slow:** ensure search is debounced and filtering is done on in-memory lists; avoid re-rendering large lists on every keystroke.
- **Pack removal deletes too much:** implement overlap logic (only remove moves unique to the removed pack unless user pinned them).
- **Flow shows “unknown move”:** confirm flow nodes store canonical_id (or move_ref) and render name from catalog; if a move is inactive, render using stored snapshot name and offer Replace.

- **Guest can save:** ensure Save action checks plan state before any local persistence and routes to signup prompt.