Power Move/Freeze Generator App

**Mode selection**

* Power Moves
* Freezes

**Difficulty**

* Easy
* Medium
* Hard
* Insanity

**Longevity**

* 3 moves/freezes
* 4 moves/freezes
* 5 moves/freezes
* 6 moves/freezes

|  |  |  |  |
| --- | --- | --- | --- |
| **Easy** | **Medium** | **Hard** | **Insanity** |
| Windmill  Swipe  Backspin  Tripod  Coin drop | Flares  Head spin  Barrel mill  Back spin  Belly mill  Tap mill  Coin drop  Turtle  Swipe | Halo  90  2000  Munch mill  UFO  Back spin  Belly mill  Nutcrackers  Turtle  Elbow track  Gorillas  Flare  Head glide  Shoulder spin | Airflare  90  2000  Halo  Backspin  UFO  Virgin flare  Handcuffs  Belly mill  Air chair spin  Jack hammer  Elbow track  Elbow spin  Head glide  Elbow glide  Shoulder spin  Handhop |

|  |  |  |  |
| --- | --- | --- | --- |
| **Easy** | **Medium** | **Hard** | **Insanity** |
| Baby freeze  Head stand  Head elbow freeze  L freeze  Shoulder freeze  Turtle freeze | Air baby  Baby freeze  Elbow freeze  Shoulder freeze  Side freeze | Air baby  Air chair  Elbow freeze  Flag freeze  Handstand  One hand freeze | Air chair  Flag freeze  Hollow back  Invert  Pike freeze  One Hand Air Baby |

**Coding**

* Put the moves and freezes into variables.
* Put the variables into arrays.
* Loop through arrays to produce a random list in a random order.

**Pages**

* Power Move vs Freeze selection page.
* Difficulty selection page.
* No of moves selection page.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **No of Moves/Difficulty** | **Easy** | **Medium** | **Hard** | **Insanity** |
| **3** | **PME3** | **PMM3** | **PMH3** | **PMI3** |
| **4** | **PME4** | **PMM4** | **PMH4** | **PMI4** |
| **5** | **PME5** | **PMM5** | **PMH5** | **PMI5** |
| **6** | **PME6** | **PMM6** | **PMH6** | **PMI6** |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **No of Freezes/Difficulty** | **Easy** | **Medium** | **Hard** | **Insanity** |
| **3** | **FE3** | **FM3** | **FH3** | **FH3** |
| **4** | **FE4** | **FM4** | **FH4** | **FH4** |
| **5** | **FE5** | **FM5** | **FH5** | **FH5** |
| **6** | **FE6** | **FM6** | **FH6** | **FH6** |

**Power Move Arrays**

* Easy Arrays – PME3, PME4, PME5, PME6
* Medium Arrays – PMM3, PMM4, PMM5, PMM6
* Hard Arrays – PMH3, PMH4, PMH5, PMH6
* Insanity Arrays – PMI3, PMI4, PMI5, PMI6

**Freeze Arrays**

* Easy Arrays – FE3, FE4, FE5, FE6
* Medium Arrays – FM3, FM4, FM5, FM6
* Hard Arrays – FH3, FH4, FH5, FH6
* Insanity Arrays – FI3, FI4, FI5, FI6

**Buttons**

* Move selection – difficulty selection – number selection – generate button or back to start page button.
* Freeze selection – difficulty selection – number selection – generate button or back to start page button.

**App Structure**

|  |  |  |  |
| --- | --- | --- | --- |
| **Start Page**  **1** | **Difficulty selection pages**  **2** | **No of moves/freezes selection pages**  **4** | **Game play pages**  **16** |
| **Power Moves** | **Easy** | **3** | **PME3** |
| **4** | **PME4** |
| **5** | **PME5** |
| **6** | **PME6** |
| **Medium** | **3** | **PMM3** |
| **4** | **PMM4** |
| **5** | **PMM5** |
| **6** | **PMM6** |
| **Hard** | **3** | **PMH3** |
| **4** | **PMH4** |
| **5** | **PMH5** |
| **6** | **PMH6** |
| **Insanity** | **3** | **PMI3** |
| **4** | **PMI4** |
| **5** | **PMI5** |
| **6** | **PMI6** |
| **Freeze** | **Easy** | **3** | **FE3** |
| **4** | **FE4** |
| **5** | **FE5** |
| **6** | **FE6** |
| **Medium** | **3** | **FM3** |
| **4** | **FM4** |
| **5** | **FM5** |
| **6** | **FM6** |
| **Hard** | **3** | **FH3** |
| **4** | **FH4** |
| **5** | **FH5** |
| **6** | **FH6** |
| **Insanity** | **3** | **FI3** |
| **4** | **FI4** |
| **5** | **FI5** |
| **6** | **FI6** |

**CSS**

* Start Page - 1
* Difficulty Selection Page - 2
* Number Selection Page - 4
* Game Play Page - 16