

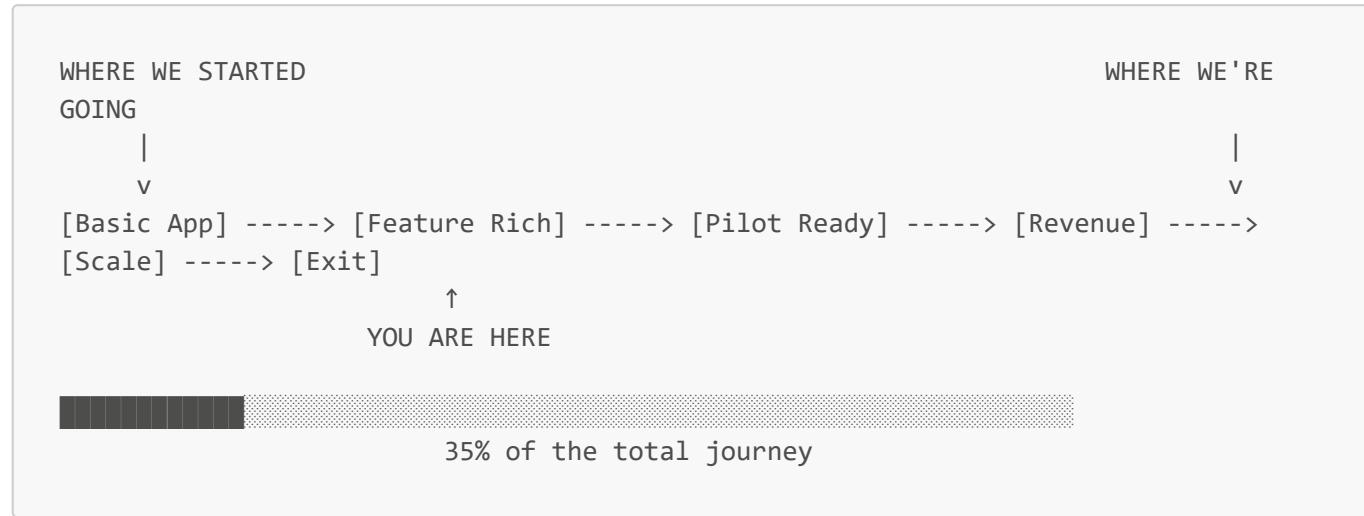
# LockerRoomLink - Master Progress Tracker

**Last Updated:** December 6, 2025

**Vision:** The Operating System for Youth Sports

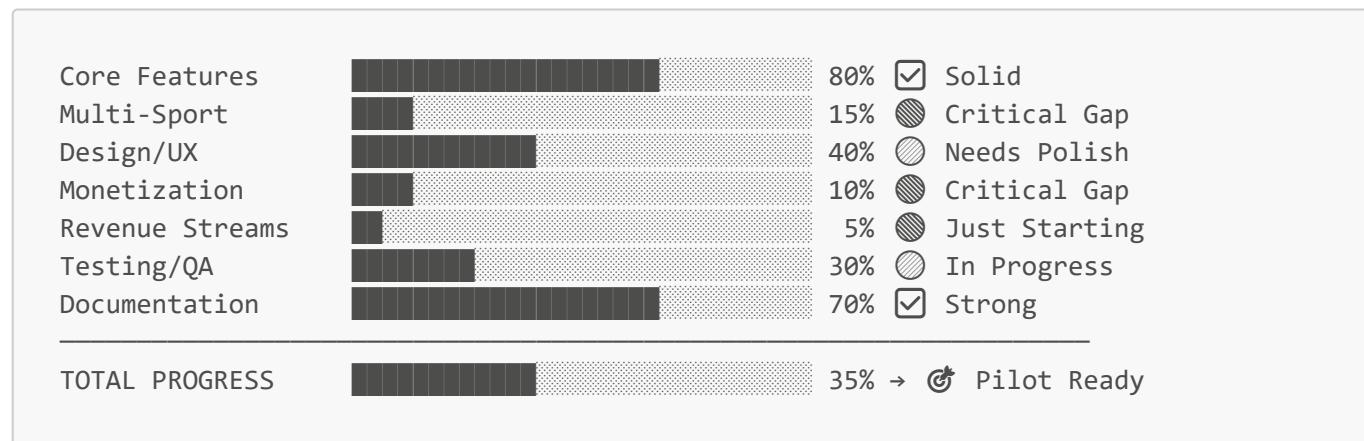
**Status:** Building the Future 

## THE JOURNEY MAP



## OVERALL PROGRESS

### Platform Readiness



### Journey Milestones

Milestone	Status	Progress
1. Basic App	<input checked="" type="checkbox"/> COMPLETE	 100%
2. Feature Rich	<input checked="" type="checkbox"/> COMPLETE	 100%
3. Multi-Sport	 IN PROGRESS	 15%
4. Pilot Ready	<input type="checkbox"/> NOT STARTED	 0%

Milestone	Status	Progress
5. Revenue Live	<input type="checkbox"/> NOT STARTED	<div style="width: 0%;"><div style="width: 0%;"></div></div> 0%
6. Scale (100 teams)	<input type="checkbox"/> NOT STARTED	<div style="width: 0%;"><div style="width: 0%;"></div></div> 0%
7. Full Platform	<input type="checkbox"/> NOT STARTED	<div style="width: 0%;"><div style="width: 0%;"></div></div> 0%
8. Exit/IPO	<input type="checkbox"/> NOT STARTED	<div style="width: 0%;"><div style="width: 0%;"></div></div> 0%

## COMPLETED ACHIEVEMENTS

The Foundation We Built (Be Proud!)

### Authentication & Roles

- Firebase Authentication setup
- Email/password login
- Role-based access (Coach, Parent, Fan, Admin)
- Protected routes
- Force password change for new users
- Session persistence

### Dashboard

- Coach dashboard with team overview
- Bulletin board announcements
- Team record display
- Coaching staff section
- Quick action cards
- Dark mode support

### Roster Management

- Add/edit/delete players
- Player photos
- Jersey numbers
- Position assignments
- Medical information
- Emergency contacts
- Uniform tracking
- Parent associations

### Playbook Designer (BEST IN CLASS!)

- Canvas-based play designer
- Drag-and-drop players
- Route drawing tools
- Formation templates

- Play saving/loading
- Play categories
- System playbook (admin-created)
- Clone/trace functionality
- Export capabilities

## Team Chat

- Real-time messaging
- Image sharing
- Message replies
- Message pinning
- Read receipts
- User muting
- Notification badges

## Video Library

- YouTube integration
- Video categories
- Player tagging
- Practice vs game film
- Search functionality

## Stats System

- Per-game stat entry
- Season totals
- Player stat cards
- Stat categories (offensive/defensive)
- Export/share stats
- Historical tracking

## Events & Registration

- Event creation
- Registration forms
- PayPal payment integration
- Promo codes
- Digital waivers
- Flier editor
- Attendee management
- Refund handling

## Private Messaging

- Coach-to-parent DMs
- Unread indicators

- Message history
- Notification system

## Live Streaming

- YouTube Live integration
- Multi-camera support
- Stream to library saving
- Live chat during streams

## Public Profiles

- Public athlete profiles
- Public coach profiles
- Public team profiles
- Shareable links
- Stats display
- Film room

## Fan Engagement

- Fan following system
- Kudos/reactions
- Fan clip creator
- Public chat
- Fan dashboard

## Admin System

- Admin dashboard with metrics
- User management (CRUD)
- Team management
- Content moderation
- Activity logging
- System announcements
- Email communication
- Data management

## Technical Foundation

- TypeScript throughout
- React 19 setup
- Vite build system
- Firebase Firestore
- Firebase Auth
- Firebase Storage
- Firestore security rules
- Rate limiting

- Input sanitization
- PWA support
- Dark mode
- Mobile responsive

## Documentation

- 25 Working Traits defined
  - Monetization plan complete
  - Pilot plan complete
  - Feature roadmap complete
  - Design upgrades planned
  - Project review done
  - AI context file created
  - Progress tracker created
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## CURRENTLY IN PROGRESS

Sprint: Multi-Sport Foundation

**Goal:** Get Basketball & Cheer working for pilot

**Deadline:** ASAP (Season is NOW!)

Task	Status	Assigned	Notes
Add <code>sportType</code> to Team model	<input type="checkbox"/> Not Started	AI	Critical
Sport selection in team creation	<input type="checkbox"/> Not Started	AI	UI change
Basketball positions dropdown	<input type="checkbox"/> Not Started	AI	PG, SG, SF, PF, C
Cheer positions dropdown	<input type="checkbox"/> Not Started	AI	Flyer, Base, etc.
Basketball stats template	<input type="checkbox"/> Not Started	AI	Points, rebounds, etc.
Cheer stats template	<input type="checkbox"/> Not Started	AI	Competition scores, skills
Conditional features by sport	<input type="checkbox"/> Not Started	AI	Hide football playbook for others
Test basketball end-to-end	<input type="checkbox"/> Not Started	AI	Full flow test
Test cheer end-to-end	<input type="checkbox"/> Not Started	AI	Full flow test

## THE FULL ROADMAP

Phase 1: Pilot Ready (December 2025)

Task	Priority	Status	Notes
Multi-sport (Basketball/Cheer positions)	 Critical	<input type="checkbox"/>	Blocks pilot
Multi-sport (Basketball/Cheer stats)	 Critical	<input type="checkbox"/>	Blocks pilot

Task	Priority	Status	Notes
Onboarding welcome modal	 Critical	<input type="checkbox"/>	First impression
Getting started checklist	 Critical	<input type="checkbox"/>	Guide new users
Empty states upgrade	 High	<input type="checkbox"/>	Design polish
Skeleton loaders	 High	<input type="checkbox"/>	Replace spinners
Error monitoring (Sentry)	 High	<input type="checkbox"/>	Know when things break
Analytics (PostHog)	 High	<input type="checkbox"/>	Track user behavior
Feedback button	 High	<input type="checkbox"/>	Collect bug reports
Full testing pass	 Critical	<input type="checkbox"/>	Before go-live
<b>Phase 1 Complete</b>		<input type="checkbox"/>	→ Launch Pilot

## Phase 2: Revenue Foundation (January 2026)

Task	Priority	Status	Notes
Stripe integration	 Critical	<input type="checkbox"/>	Payment processing
Coach subscription tiers	 Critical	<input type="checkbox"/>	Free/Pro/Elite
Feature gating by tier	 Critical	<input type="checkbox"/>	Lock premium features
Subscription management UI	 Critical	<input type="checkbox"/>	Upgrade/downgrade
System playbook marketplace	 High	<input type="checkbox"/>	Sell plays
Coach playbook sales	 High	<input type="checkbox"/>	Coaches sell their plays
Trial period system	 High	<input type="checkbox"/>	14-day full access
<b>Phase 2 Complete</b>		<input type="checkbox"/>	→ First Revenue!

## Phase 3: Transaction Revenue (February 2026)

Task	Priority	Status	Notes
Fundraising: Campaign pages	 High	<input type="checkbox"/>	Beautiful fundraiser pages
Fundraising: Stripe donations	 High	<input type="checkbox"/>	Process donations
Fundraising: Progress tracking	 High	<input type="checkbox"/>	Visual goal progress
Fundraising: Social sharing	 High	<input type="checkbox"/>	One-click share
Tickets: Digital ticket creation	 High	<input type="checkbox"/>	QR code tickets
Tickets: Apple/Google Wallet	 High	<input type="checkbox"/>	Save to phone
Tickets: Scanner app	 High	<input type="checkbox"/>	Scan at gate

Task	Priority	Status	Notes
Tickets: Season passes	● Medium	<input type="checkbox"/>	Recurring tickets
<b>Phase 3 Complete</b>		<input type="checkbox"/>	→ Transaction Revenue!

## Phase 4: Marketplace (Q2 2026)

Task	Priority	Status	Notes
Private coaching: Coach profiles	● Medium	<input type="checkbox"/>	Skills, reviews
Private coaching: Availability	● Medium	<input type="checkbox"/>	Calendar system
Private coaching: Booking	● Medium	<input type="checkbox"/>	Book & pay
Private coaching: Reviews	● Medium	<input type="checkbox"/>	Rating system
NIL: Player profiles	● Medium	<input type="checkbox"/>	Stats, highlights, following
NIL: Company accounts	● Medium	<input type="checkbox"/>	Business profiles
NIL: Deal listings	● Medium	<input type="checkbox"/>	Looking for / offering
NIL: Contract templates	● Medium	<input type="checkbox"/>	Legal protection
NIL: Payment escrow	● Medium	<input type="checkbox"/>	Hold until delivered
<b>Phase 4 Complete</b>		<input type="checkbox"/>	→ Marketplace Live!

## Phase 5: League Management (Q2 2026)

Task	Priority	Status	Notes
League dashboard	● Medium	<input type="checkbox"/>	All teams overview
Automatic standings	● Medium	<input type="checkbox"/>	Calculate from scores
Schedule builder	● Medium	<input type="checkbox"/>	Generate schedules
AI stats from video	● Medium	<input type="checkbox"/>	Auto-fill stats
Social sharing	● Medium	<input type="checkbox"/>	Share to FB
Playoff brackets	● Medium	<input type="checkbox"/>	Tournament mode
League subscriptions	● Medium	<input type="checkbox"/>	Monetize leagues
<b>Phase 5 Complete</b>		<input type="checkbox"/>	→ Replace League Lineup!

## Phase 6: AI Features (Q3 2026)

Task	Priority	Status	Notes
AI highlight reel generator	● Medium	<input type="checkbox"/>	Auto-create highlights
AI play suggestion	● Medium	<input type="checkbox"/>	Recommend plays

Task	Priority	Status	Notes
AI scouting reports	● Medium	<input type="checkbox"/>	Analyze opponents
AI recruiting portfolio	● Medium	<input type="checkbox"/>	Build player profiles
<b>Phase 6 Complete</b>		<input type="checkbox"/>	→ AI Differentiation!

## Phase 7: Scale & Polish (Q4 2026)

Task	Priority	Status	Notes
Performance optimization	● Medium	<input type="checkbox"/>	Handle scale
Advanced analytics dashboard	● Medium	<input type="checkbox"/>	Business insights
Referral system	● Medium	<input type="checkbox"/>	Viral growth
White-label option	● Medium	<input type="checkbox"/>	Enterprise feature
API for integrations	● Medium	<input type="checkbox"/>	Third-party apps
<b>Phase 7 Complete</b>		<input type="checkbox"/>	→ Ready for Exit!

## 💰 REVENUE TRACKING

Current Monthly Revenue: \$0

### Revenue Streams Status

Stream	Status	Target MRR
<input checked="" type="checkbox"/> Event Registration (PayPal)	BUILT	\$200
<input type="checkbox"/> Coach Subscriptions	Not Built	\$1,500
<input type="checkbox"/> Playbook Marketplace	Not Built	\$500
<input type="checkbox"/> Fundraising Fees	Not Built	\$400
<input type="checkbox"/> Ticket Sales	Not Built	\$600
<input type="checkbox"/> Private Coaching	Not Built	\$500
<input type="checkbox"/> NIL Marketplace	Not Built	\$300
<input type="checkbox"/> League Subscriptions	Not Built	\$500
<input type="checkbox"/> AI Features	Not Built	\$200
<b>TOTAL TARGET</b>		<b>\$4,700/mo</b>

### Revenue Milestones

Milestone	Target	Status
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Milestone	Target	Status
First \$100 MRR	Jan 2026	<input type="checkbox"/>
First \$1,000 MRR	Feb 2026	<input type="checkbox"/>
First \$5,000 MRR	Jun 2026	<input type="checkbox"/>
First \$10,000 MRR	Dec 2026	<input type="checkbox"/>
First \$50,000 MRR	2027	<input type="checkbox"/>

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## 🏆 KEY MILESTONES

Milestone	Target Date	Status	Notes
Multi-sport ready	Dec 15, 2025	<input type="checkbox"/>	Basketball/Cheer
20 teams onboarded	Dec 31, 2025	<input type="checkbox"/>	Pilot launch
First paying customer	Jan 15, 2026	<input type="checkbox"/>	Coach subscription
Football promo	Feb 15, 2026	<input type="checkbox"/>	Marketing push
Fundraising live	Feb 28, 2026	<input type="checkbox"/>	New revenue stream
Digital tickets live	Mar 31, 2026	<input type="checkbox"/>	New revenue stream
100 teams	Apr 30, 2026	<input type="checkbox"/>	Scale milestone
Private coaching live	May 31, 2026	<input type="checkbox"/>	New revenue stream
NIL marketplace beta	Jun 30, 2026	<input type="checkbox"/>	New revenue stream
League management live	Jun 30, 2026	<input type="checkbox"/>	New revenue stream
500 teams	Sep 30, 2026	<input type="checkbox"/>	Scale milestone
AI features beta	Sep 30, 2026	<input type="checkbox"/>	Differentiation
1,000 teams	Dec 31, 2026	<input type="checkbox"/>	Scale milestone
\$10K MRR	Dec 31, 2026	<input type="checkbox"/>	Revenue milestone

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## 📝 SESSION LOG

December 6, 2025 - Vision Day

### What We Did:

- Established 25 working traits for development excellence
- Completed full project review
- Defined pilot program (20 teams, 5 sports)
- Identified Basketball & Cheer as urgent (season NOW)
- Created comprehensive monetization plan (9 revenue streams)

- Added platform dependency strategy (Trait #25)
- Updated all MD files with new vision
- Created AI\_CONTEXT.md for training new AI chats
- Created PROGRESS.md master tracker

### Key Decisions Made:

- Parents = FREE, Coaches = PAID
- Cheer is blue ocean opportunity
- Focus on platform dependency
- Use dev branch to save Netlify costs
- Vision: Operating System for Youth Sports

### Next Session Goals:

1. Implement multi-sport support
  2. Add basketball positions & stats
  3. Add cheer positions & stats
  4. Test flows end-to-end
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## 📁 DOCUMENTATION INDEX

File	Purpose	Last Updated
PROGRESS.md	This file - master tracker	Dec 6, 2025
AI_CONTEXT.md	Train new AI chats instantly	Dec 6, 2025
WORKING_TRAITS.md	25 development excellence traits	Dec 6, 2025
MONETIZATION_PLAN.md	Full revenue strategy	Dec 6, 2025
PILOT_PREP_PLAN.md	20-team pilot preparation	Dec 6, 2025
PROJECT REVIEW.md	Codebase assessment	Dec 6, 2025
FEATURE_ROADMAP.md	All planned features	Dec 6, 2025
DESIGN_UPGRADES.md	UI/UX improvements	Dec 6, 2025
MIGRATION_PLAN.md	Future infrastructure	Dec 6, 2025
SETUP_GUIDE.md	Developer setup	-
AUDIT_REPORT.md	Security audit	Dec 6, 2025
EVENTS_SECURITY_AUDIT.md	Events security	Dec 6, 2025

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## 🔗 How to Update This File

**AI Instructions:** After every work session:

1. Update progress bars/percentages

2. Move completed tasks from "In Progress" to "Completed"
3. Add session to the Session Log
4. Update revenue tracking if applicable
5. Check off milestones achieved

**Human:** Review this file at start of each session to see where we are!

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## Change Log

Date	Change
Dec 6, 2025	Initial comprehensive progress tracker created
Dec 6, 2025	Added full roadmap through Phase 7
Dec 6, 2025	Added completed achievements section
Dec 6, 2025	Added revenue tracking
Dec 6, 2025	Added session log