The Elemental League
Project Plan & Cursor Brief for SvelteKit

Vibecoding Architecture

January 6, 2026

Project Overview

Goal: Build a Fantasy Football History website that prioritizes aesthetics ("Vibecoding"). The site will visualize league data using a "Fire vs. Water" elemental theme, inspired by the movie *Elemental* and the chaos of *Everything Everywhere All At Once*.

Source Material: Based on the *Kmsfl design.pdf* storyboard.

Tech Stack:

- **Framework:** SvelteKit (Svelte 5/4) - chosen for native animation and actions.

- **Styling:** Tailwind CSS + Custom CSS Variables.

- **Visuals:** HTML5 Canvas (Background) + Svelte Actions (Particle Physics).

- **Typography:** *Luckiest Guy* (Headers) & *Outfit* (Data).

- **AI Integration:** Gemini API (for "Creator Studio" custom queries).

Phase 1: The Vibe Engine (Setup)

This phase establishes the physics and visual language before any content is built.

I am building a Fantasy Football history site using **SvelteKit** and **Tailwind CSS**. The aesthetic is 'Elemental' (Fire vs. Water chaos).

Global Design Rules:

- **Background:** Create a component `ElementCanvas.svelte` that runs a fixed HTML5 Canvas (z-index -1) showing a collision of Fire (Orange/Red) and Water (Blue/Cyan) particles.

- **Glassmorphism:** Use a reusable wrapper `<GlassCard>` that uses `backdrop-filter: blur(12px)`, `bg-opacity-20`, `border-white/10`.

- **Typography:** Import 'Luckiest Guy' for H1/H2 and 'Outfit' for all data/body text from Google Fonts.

- **Visual Physics:**
  - Create a Svelte Action `use:ignite` that triggers spark particles on hover (for high stats/wins).
  - Create a Svelte Action `use:ripple` that triggers water ripples on hover (for nav items/tables).

- **Colors:**
  - **Fire (Wins/Highs):** #FF5A00 to #FFD200
  - **Water (History/Depth):** #4FACFE to #00F2FE
  - **Void:** #1B112C

Phase 2: Core Components

Build these reusable blocks to maintain the "Glass/Elemental" consistency.

1. The Layout (+layout.svelte)

- Mount `<ElementCanvas />` as a fixed background.

- Mount `<Navbar />` as a floating glass pill at the bottom of the viewport (futuristic HUD style).

- Use `svelte/transition` (fly/fade) for page transitions.

2. GlassCard.svelte

Props: `variant` ('fire' | 'water' | 'neutral')

- Wraps content in a frosted glass container.

- If `variant='fire'`, add a pulsing orange border/box-shadow.

- If `variant='water'`, add a calm cyan border.

3. StatValue.svelte

Logic: A component to display numbers.

- Automatically detects if a stat is "good" (high points, win) or "neutral".

- Applies `use:ignite` action to "good" stats.

Phase 3: Page Implementation (From Storyboard)

1. Hall of Champions (/champions)

PDF Ref: "Trophy wall by team/year", "Playoff Bracket"

- **Vibe:** Superman's Fortress of Solitude.
- **Implementation:**
  - Grid of years. Clicking a year expands a 3D-style card (using `svelte/motion` spring physics).
  - The winning team's name has a permanent ember particle effect.

2. History Hub (/history)

PDF Ref: "History", "Standings", "Matchups", "Draft", "Dropdown for years"

- **Vibe:** The Archives (Water-heavy theme).
- **Structure:**
  - A main Year Selector (Dropdown) at the top.
  - **Tab 1 - Standings:** A sortable glass table showing the final results for that year.
  - **Tab 2 - Matchups:** A week-by-week browser. Clicking a specific matchup opens the "Split Screen" detailed view (Fire vs Water).
  - **Tab 3 - Draft:** A "Draft Board" grid. Use `animate:flip` to show where players were picked.

3. The Record Book (/records)

PDF Ref: "Sortable Tables", "Sleeper-morphism", "Active Streaks"

- **Vibe:** Fluid, clean, legible.
- **Implementation:**
  - Use `animate:flip` on table rows. When sorting, rows physically slide to new positions.
  - **Streaks:** Highlight active streaks with a subtle animated flame icon next to the manager's name.

4. Manager Profile (/manager/[id])

PDF Ref: "Heatmaps", "Rivalries", "Draft Day Snapshot"

- **Vibe:** Character Select Screen (Fighting Game).
- **Implementation:**
  - **Heatmap:** Grid of months. Red = Win, Blue = Loss.
  - **Rivalries:** Display "VS" graphic. Hovering over a rival shakes the screen slightly.

5. Tidbits (/tidbits)

PDF Ref: "League Points over time", "Shareable Elemental themed", "Charts"

- **Vibe:** Visual Data Dashboard.
- **Implementation:**
  - **Charts:** Use a library like `LayerChart` or `Chart.js`, but style the lines with gradients (Orange to Red) and the areas with semi-transparent fills.
  - **Shareable Cards:** Wrap interesting stats in a `<GlassCard>` with a "Download Snapshot" button that captures the div as an image.

6. Commissioner's Corner (/commissioner)

PDF Ref: "Blog Posts", "Welcome Message"

- **Vibe:** Executive / The Throne Room. Gold/Purple accents.
- **Implementation:**
  - A blog feed for league announcements or "State of the League" addresses.
  - Use Markdown rendering for the post content.
  - Use the "GlassCard" with a gold border variant for pinned posts.

7. Creator Studio (/studio)

PDF Ref: "Generates charts/tables", "Utilizes Gemini"

- **Vibe:** Magic/Alchemy (The "Lab" where tidbits are discovered).
- **Implementation:**
  - Text input for natural language queries (e.g., "Who chokes the most in playoffs?").
  - Call Gemini API. Display result in a "Mythic" purple card.

Phase 4: Svelte Specific Instructions

> **Cursor Prompt: Animations**
>
> Create a file `src/lib/actions.js`.
>
> 1. Export `ignite(node)`. Attach event listeners for mouseover to spawn orange HTML canvas particles.
> 2. Export `ripple(node)`. Create a CSS ripple effect on click.
>
> Apply these actions to the `StatValue` component.

> **Cursor Prompt: Routing**
>
> Use SvelteKit dynamic routing for managers: `src/routes/manager/[id]/+page.svelte`. Use a central store (or context) to load the `league_data.json` once and distribute it to pages to avoid reloading data.