









ARCHITECTURE COMPARISON (v2.0 : v3.0)

Model Mapping & Migration Strategy

Sandbox 2.0 Model	Sandbox 3.0 Model	Change Type	Migration Action
User	User	✓ Keep	No changes needed
Account	Account	✓ Keep	OAuth support unchanged
Session	Session	✓ Keep	Session management same
ActivateToken	ActivateToken	✓ Keep	Email verification same
ResetToken	ResetToken	✓ Keep	Password reset same
TicketCompetition	CompetitionRegistration	↻ Rename + Modify	Rename table, add UNIQUE(userId), change field names
Team	Team	↻ Modify	Remove teamCode field, keep structure

ParticipantCompetition	TeamMember	 Rename + Modify	Rename table, add proofOfRegistrationLink, add UNIQUE(email)
Abstract	PreliminarySubmission	 Rename + Modify	Rename table, generalize for all competitions
Regist3Data	Payment	 Split	Extract payment-only fields, remove final work fields
Karya	 Remove	No voting system in v3.0	
PTCSubmissions	SemifinalSubmission	 Merge	Unified model for all competitions with competition-specific fields
H4HSubmissions	SemifinalSubmission	 Merge	Same as above
 Not in v2.0	Competition	 New	Config table for competition metadata and deadlines

✗ Not in v2.0	FinalSubmission	+ New	BCC final phase submission
Admin	Admin	✓ Keep	Reuse with same role structure
TicketExhibition	✗ Remove	Different event (Main Event tickets)	
TicketGS	✗ Remove	Different event	
RegisExhiData	✗ Remove	Different event	
TransactionDetail	✗ Remove	No Midtrans integration in v3.0	
GrandSeminar	✗ Remove	Different event	
RefferalCode	✗ Remove	Not in requirements	

Key Code Adjustment Points

1. API Routes Changes

Remove (v2.0 only):

text

- ✗ /api/ticket/exhibition
- ✗ /api/ticket/gs
- ✗ /api/voting
- ✗ /api/refferal-code

Rename/Modify:

text

- ↻ /api/ticket/competition → /api/team/register
- ↻ /api/regist2 → /api/submission/preliminary
- ↻ /api/regist3 → Split into:
 - /api/payment/submit
 - /api/submission/semifinal

Create New:

text

- ✓ /api/competition/[code] - Fetch competition config
- ✓ /api/submission/final - BCC final submission
- ✓ /api/admin/registration/[id]/verify - Approve/reject registration
- ✓ /api/admin/submission/preliminary/[id]/review - Review abstract
- ✓ /api/admin/payment/[id]/verify - Verify payment
- ✓ /api/admin/finalists/select - Bulk select finalists

Keep (No Changes):

text

- ✓ /api/auth/* - All auth routes
- ✓ /api/uploads - File upload route
- ✓ /api/team/[teamId] - Fetch team data (adjust fields)

2. Database Schema Changes

Critical Migrations:

sql

```
-- 1. Add unique constraint: one user = one registration
ALTER TABLE CompetitionRegistration
ADD CONSTRAINT unique_user_registration UNIQUE (userId);
```

-- 2. Add unique constraint: one email = one team membership

```
ALTER TABLE TeamMember  
ADD CONSTRAINT unique_member_email UNIQUE (email);
```

-- 3. Rename TicketCompetition to CompetitionRegistration

```
ALTER TABLE TicketCompetition  
RENAME TO CompetitionRegistration;
```

-- 4. Add new fields to CompetitionRegistration

```
ALTER TABLE CompetitionRegistration  
ADD COLUMN verificationStatus VARCHAR(20) DEFAULT 'pending',  
ADD COLUMN currentPhase VARCHAR(20) DEFAULT 'registration',  
ADD COLUMN isPreliminaryQualified BOOLEAN DEFAULT false,  
ADD COLUMN isSemifinalQualified BOOLEAN DEFAULT false;
```

-- 5. Rename ParticipantCompetition to TeamMember

```
ALTER TABLE ParticipantCompetition  
RENAME TO TeamMember;
```

-- 6. Add proofOfRegistrationLink to TeamMember

```
ALTER TABLE TeamMember  
ADD COLUMN proofOfRegistrationLink VARCHAR(500) NOT NULL;
```

-- 7. Create Competition config table

```
CREATE TABLE Competition (  
  id VARCHAR(50) PRIMARY KEY,  
  code VARCHAR(10) UNIQUE NOT NULL,  
  name VARCHAR(100) NOT NULL,  
  minTeamSize INT NOT NULL,  
  maxTeamSize INT NOT NULL,  
  registrationFee DECIMAL(10,2) DEFAULT 0,  
  preliminaryDeadline DATE NOT NULL,  
  paymentDeadline DATE NOT NULL,  
  semifinalDeadline DATE NOT NULL,  
  finalDeadline DATE,  
  isActive BOOLEAN DEFAULT true  
);
```

-- 8. Seed Competition data

```
INSERT INTO Competition VALUES  
(  
'comp_ptc', 'PTC', 'ProtoTech Contest', 3, 5, 150000, '2026-02-15', '2026-03-01',  
'2026-03-30', NULL, true),  
(  
'comp_tpc', 'TPC', 'Technovate Paper Competition', 1, 3, 100000, '2026-02-15',  
'2026-03-01', '2026-03-30', NULL, true),
```

```
('comp_bcc', 'BCC', 'Business Case Competition', 3, 3, 100000, '2026-02-15',  
'2026-03-01', '2026-03-30', '2026-04-15', true);
```

-- 9. Create SemifinalSubmission (merge PTC & H4H submissions)

```
CREATE TABLE SemifinalSubmission (  
  id VARCHAR(50) PRIMARY KEY,  
  registrationId VARCHAR(50) UNIQUE NOT NULL,  
  competitionType VARCHAR(10) NOT NULL,  
  fullPaperUrl VARCHAR(500),  
  videoPitchingUrl VARCHAR(500),  
  fullProposalUrl VARCHAR(500),  
  fullCaseProposalUrl VARCHAR(500),  
  submittedAt TIMESTAMP DEFAULT CURRENT_TIMESTAMP  
);
```

-- 10. Create FinalSubmission (BCC only)

```
CREATE TABLE FinalSubmission (  
  id VARCHAR(50) PRIMARY KEY,  
  registrationId VARCHAR(50) UNIQUE NOT NULL,  
  pitchDeckUrl VARCHAR(500) NOT NULL,  
  fileName VARCHAR(255) NOT NULL,  
  fileSize BIGINT,  
  submittedAt TIMESTAMP DEFAULT CURRENT_TIMESTAMP  
);
```

3. Session Callback Changes

v2.0 Session Structure:

typescript

```
session.user = {  
  id: string,  
  username: string,  
  email: string,  
  ticketsCompetition: [ // ARRAY of tickets  
    {  
      id: string,  
      competitionType: 'PTC' | 'H4H',  
      verified: 'pending' | 'verified',  
      stage: 1.0 | 2.0 | 3.0,  
      teamId: string  
    }  
  ]  
}
```

v3.0 Session Structure:

typescript

```
session.user = {
  id: string,
  username: string,
  email: string,
  registration: { // SINGLE registration object (not array)
    id: string,
    competitionType: 'PTC' | 'TPC' | 'BCC',
    verificationStatus: 'pending' | 'approved' | 'rejected',
    currentPhase: 'registration' | 'preliminary' | 'semifinal' | 'final',
    isPreliminaryQualified: boolean,
    isSemifinalQualified: boolean
  },
  team: {
    id: string,
    teamName: string,
    institution: string
  }
}
```

Migration Code:

typescript

// src/lib/authOptions.ts - Session callback

// v2.0 (OLD)

```
const tickets = await prisma.ticketCompetition.findMany({
  where: { userId: token.sub }
});
session.user.ticketsCompetition = tickets;
```

// v3.0 (NEW)

```
const registration = await prisma.competitionRegistration.findUnique({
  where: { userId: token.sub },
  include: {
    competition: true,
    team: true
  }
});
```

```
if (registration) {
  session.user.registration = {
```

```

    id: registration.id,
    competitionType: registration.competition.code,
    verificationStatus: registration.verificationStatus,
    currentPhase: registration.currentPhase,
    isPreliminaryQualified: registration.isPreliminaryQualified,
    isSemifinalQualified: registration.isSemifinalQualified
  };
  session.user.team = {
    id: registration.team.id,
    teamName: registration.team.teamName,
    institution: registration.team.institution
  };
}

```

4. Google Sheets Integration Changes

v2.0: Single webhook untuk semua data

typescript

```
const SHEET_WEBHOOK = process.env.GOOGLE_SHEET_WEBHOOK_URL;
```

v3.0: Multiple webhooks per submission type

typescript

```
const SHEET_WEBHOOKS = {
  registration: process.env.SHEET_WEBHOOK_REGISTRATION,
  preliminary: process.env.SHEET_WEBHOOK_PRELIMINARY,
  payment: process.env.SHEET_WEBHOOK_PAYMENT,
  semifinal: process.env.SHEET_WEBHOOK_SEMIFINAL,
  final: process.env.SHEET_WEBHOOK_FINAL
};

```

// Usage

```
await fetch(SHEET_WEBHOOKS.registration, {
  method: 'POST',
  body: JSON.stringify({
    teamName,
    institution,
    members: [...],
    competitionType,
    timestamp: new Date().toISOString()
  })
});

```


Benefits:

- Separate sheets for better organization
 - Easier data analysis per stage
 - Independent webhook failure (1 fails, others still work)
-

5. File Upload Strategy

v2.0: All files via UploadThing

typescript

// Everything is file upload

abstractFile: File → UploadThing → URL

videoFile: File → UploadThing → URL (besar!)

paymentProof: File → UploadThing → URL

v3.0: Hybrid approach

typescript

// Files

abstractFile: File → UploadThing → URL

fullPaper: File → UploadThing → URL

proposal: File → UploadThing → URL

paymentProof: File → UploadThing → URL

pitchDeck: File → UploadThing → URL

// YouTube link (no upload)

videoPitchingUrl: string (YouTube link only)

Reason: Video files sangat besar (100MB+), lebih efisien pakai YouTube. Tim upload video ke YouTube dulu, lalu paste link.