

GOATY-Style Player Dashboard Rebuild

Overview

The Player Dashboard has been completely rebuilt with a GOATY-style layout that prioritizes the BARREL Score as the primary metric and provides a coach-focused experience with personalized guidance and drill recommendations.

Key Changes

1. Data Architecture (Server Component)

File: app/dashboard/page.tsx

Changes:

- Fetch latest **completed assessment** instead of videos
- Calculate BARREL Score as average of Anchor/Engine/Whip scores
- Extract coaching text from `assessment.coachNotes`
- Parse recommended drills from `assessment.recommendations` (JSON array)
- Fall back to default drills if none are recommended
- Pass assessment completion date to client

Data Flow:

```
const scores = {
  barrel: Math.round((anchor + engine + whip) / 3),
  anchor: assessment.anchorScore,
  engine: assessment.engineScore,
  whip: assessment.whipScore
}
```

2. UI Rebuild (Client Component)

File: app/dashboard/dashboard-client.tsx

Layout Structure (Top → Bottom):

A. Header Section

- **Welcome message:** "Welcome, [Player Name]"
- **Last assessment date:** Formatted as "Last Assessment: MMM d, yyyy"
- **Coach Rick button:** Quick access to AI coach in top-right corner

B. Hero BARREL Score Tile

- **Dominant visual:** Largest element on the page
- **Score:** 9xl font on mobile, 12rem on desktop
- **Background:** Orange gradient with border and shadows
- **Animated entrance:** Scale + fade in animation
- **Progress bar:** Animated fill from 0 to score percentage
- **Mini sub-scores:** Anchor, Engine, Whip displayed below in colored badges

C. Three Secondary Tiles (Anchor / Engine / Whip)

- **Layout:** Row of 3 on desktop, stacked on mobile
- **Score size:** 4xl/5xl font (smaller than BARREL)
- **Color coding:**
 - Anchor: Blue gradient
 - Engine: Purple gradient
 - Whip: Orange gradient
- **Descriptions:**
 - Anchor: "Stability & ground control"
 - Engine: "Hip & shoulder sequence"
 - Whip: "Barrel speed & direction"

D. GOATY-Style Coaching Text Block

- **Title:** "Your Current Focus"
- **Subtitle:** "Based on your latest assessment"
- **Content:** Static text from `assessment.coachNotes`
- **Style:** Purple gradient card with message icon
- **Empty state:** Prompt to complete first assessment
- **NOT a chat UI** - single text block only

E. Recommended Work (Drills) Section

- **Primary drill:** Featured card with:
 - Drill name (bold, prominent)
 - 1-line description from `primaryPurpose`
 - "View Drill Details" button (orange, full width)
 - Play icon for visual consistency
- **Alternate drills:** 2-3 additional drills as small outline buttons
- **Empty state:** Message about completing assessment to get recommendations

F. Primary Action Buttons

- **Two buttons in grid layout:**
 1. "Start New Analysis" - Orange gradient, Upload icon
 2. "View Full Report" - Outline style, FileText icon
- **Size:** Large (h-14) for easy mobile tapping
- **Full width on mobile, side-by-side on desktop**

3. Design System

Color Palette (Unchanged):

- Orange: Primary brand color (BARREL Score, CTAs)
- Blue: Anchor metrics
- Purple: Engine metrics, coaching text
- Gray: Background, cards, borders

Typography:

- BARREL Score: 9xl → 12rem (LARGEST on page)
- Secondary scores: 4xl → 5xl
- Section titles: xl, bold
- Body text: sm, leading-relaxed

Animations:

- Staggered entrance: Each section animates in sequence
- Hero score: Scale + opacity fade in
- Progress bar: Animated width transition
- Hover effects: Cards scale slightly on hover

Spacing:

- Max width: 4xl (1024px) - centered on large screens
- Padding: p-4 consistent throughout
- Gaps: space-y-6 between major sections

4. Empty State Handling

No Assessment Completed:

- BARREL Score shows “—” instead of 0
- Anchor/Engine/Whip show “—”
- Progress bar hidden
- Coaching text: “Complete your first assessment to receive personalized coaching guidance.”
- Drills: “No drills recommended yet. Complete your first assessment...”

With Assessment but No Drills:

- Falls back to first 3 drills from database
- Displays with standard drill card layout

5. Mobile Responsiveness

Breakpoints:

- Mobile first design
- Desktop adjustments at `md:` breakpoint

Mobile Layout:

- Hero score: text-9xl
- Secondary tiles: Stacked vertically
- Action buttons: Full width, stacked
- Bottom nav: Always visible (pb-24 on container)

Desktop Layout:

- Hero score: text-[12rem]
- Secondary tiles: Grid of 3 columns
- Action buttons: Side by side in 2-column grid
- Max width container: Centered at 1024px

6. Routing & Navigation

Button Actions:

- “Start New Analysis” → `/video/upload`
- “View Full Report” → `/assessments/new`
- Primary drill → `/drills/[id]`
- Alternate drills → `/drills/[id]`
- Coach Rick → Opens drawer (overlay)

Bottom Nav:

- Always visible

- Fixed at bottom
- Consistent across all pages

Technical Implementation

Component Structure

```
app/dashboard/
└── page.tsx          (Server Component)
    ├── Fetch latest assessment
    ├── Calculate scores
    ├── Extract coaching text
    ├── Get recommended drills
    └── Pass props to client
    └── dashboard-client.tsx      (Client Component)
        ├── Header with welcome
        ├── Hero BARREL Score tile
        ├── Secondary Anchor/Engine/Whip tiles
        ├── Coaching text block
        ├── Recommended drills
        ├── Action buttons
        ├── Bottom nav
        └── Coach Rick drawer
```

Dependencies

UI Components:

- `@/components/ui/button` - Action buttons, drill links
- `@/components/ui/card` - All card layouts
- `@/components/bottom-nav` - Navigation
- `@/components/coach-rick-drawer` - AI coach overlay

Utilities:

- `framer-motion` - Animations
- `lucide-react` - Icons
- `date-fns` - Date formatting

Database Queries

Assessment Query:

```
const latestAssessment = await prisma.assessment.findFirst({
  where: {
    userId: session.user.id,
    status: 'completed',
  },
  orderBy: {
    completedAt: 'desc',
  },
});
```

Drills Fallback:

```
const defaultDrills = await prisma.drill.findMany({
  take: 3,
  orderBy: { name: 'asc' },
});
```

User Experience

First-Time User Flow

1. User logs in → Dashboard loads
2. Sees “—” scores (no assessment completed)
3. Reads empty state messages
4. Clicks “Start New Analysis” or “View Full Report”
5. Completes assessment
6. Returns to dashboard → Sees scores, coaching, drills

Returning User Flow

1. User logs in → Dashboard loads
2. Sees latest BARREL Score (hero tile)
3. Reviews Anchor/Engine/Whip breakdown
4. Reads coach’s current focus note
5. Clicks primary drill to work on
6. Or starts new analysis to track progress

Key Interactions

View Drill Details:

- Click primary drill card button
- Click alternate drill pill
- Both navigate to `/drills/[id]`

Coach Rick:

- Click purple chat icon in header
- Opens drawer overlay
- Context: Dashboard page

New Analysis:

- Click orange “Start New Analysis” button
- Navigates to `/video/upload`

View Report:

- Click outline “View Full Report” button
- Navigates to `/assessments/new`

Testing

Manual Testing Checklist

- [] Dashboard loads without errors
- [] Header shows correct player name
- [] Last assessment date displays correctly (if exists)

- [] BARREL Score calculates as average of A/E/W
- [] All three secondary tiles display correct scores
- [] Coaching text displays from assessment.coachNotes
- [] Primary drill displays with correct name and description
- [] Alternate drills display as clickable buttons
- [] “Start New Analysis” button navigates to video upload
- [] “View Full Report” button navigates to assessments
- [] Drill buttons navigate to correct drill detail pages
- [] Coach Rick button opens drawer
- [] Empty states display when no assessment exists
- [] Mobile layout is responsive and readable
- [] Desktop layout uses max-width container
- [] Animations play smoothly
- [] Bottom nav is always visible

Build Verification

```
cd /home/ubuntu/barrels_pwa/nextjs_space
npm run build
# ✓ Build succeeds with no errors
# ✓ Dashboard route compiles: /dashboard (4.15 kB, 174 kB First Load JS)
```

Future Enhancements

Phase 1 (Immediate)

- Add progress indicators showing improvement over time
- Include trend charts for Anchor/Engine/Whip
- Add “days since last assessment” reminder

Phase 2 (Near-term)

- Link to specific assessment report from header date
- Add “Share Progress” button
- Include personalized goal tracking

Phase 3 (Long-term)

- Video clips inline in coaching text
- Drill completion tracking
- AI-generated coaching text from assessment data
- Comparison to peer groups

Migration Notes

Breaking Changes

- Dashboard no longer shows “Recent Swings” section
- Props interface completely changed
- ScoreCard component no longer used
- Now depends on Assessment model instead of Video model

Backward Compatibility

- All existing routes still work
- Bottom nav unchanged
- Coach Rick drawer unchanged
- Color palette and design system preserved
- No database schema changes required

Data Requirements

For Full Experience:

- At least one completed assessment per user
- Assessment must have:
 - `anchorScore`, `engineScore`, `whipScore`
 - `coachNotes` (string)
 - `recommendations` (JSON array of drill objects)
 - `completedAt` (timestamp)

Graceful Degradation:

- Works with no assessments (shows empty state)
- Works with assessments missing scores (shows 0)
- Works with no coaching text (shows empty state message)
- Works with no drill recommendations (shows default drills)

Maintenance

Code Owners

- Server component: Backend/data team
- Client component: Frontend/UI team
- Design system: Design team

Common Updates

Changing BARREL Score Calculation:

- Edit: `app/dashboard/page.tsx`, line 34-36
- Current: `(anchor + engine + whip) / 3`

Modifying Coaching Text:

- Source: `assessment.coachNotes` field in database
- Display: `app/dashboard/dashboard-client.tsx`, line 188-196

Adding/Removing Drill Recommendations:

- Source: `assessment.recommendations` JSON array
- Fallback: `prisma.drill.findMany()` query
- Display: `app/dashboard/dashboard-client.tsx`, line 209-260

Adjusting Empty States:

- Hero score: Line 94 ("—" placeholder)
- Secondary tiles: Lines 143, 154, 165
- Coaching text: Line 192-195
- Drills: Line 255-259

Troubleshooting

Dashboard Shows All Zeros

- **Cause:** No completed assessments found
- **Solution:** User needs to complete an assessment
- **Check:** Database query for status: 'completed'

Coaching Text Not Displaying

- **Cause:** `assessment.coachNotes` is null or empty
- **Solution:** Add coach notes to assessment
- **Empty State:** Shows "Complete your first assessment..."

Drills Not Showing

- **Cause 1:** `assessment.recommendations` is null/empty
- **Solution:** Falls back to default drills from database
- **Cause 2:** No drills in database at all
- **Solution:** Seed drills using admin panel or seed script

Build Fails

- **Check:** TypeScript errors in dashboard-client.tsx
- **Common Issue:** Missing imports or incorrect prop types
- **Fix:** Verify all imports from `@/components/*` exist

Animations Not Working

- **Cause:** framer-motion not installed or imported correctly
- **Check:** `import { motion } from 'framer-motion'`
- **Fix:** Ensure framer-motion is in package.json dependencies

Mobile Layout Broken

- **Check:** Tailwind responsive classes (`text-9xl md:text-[12rem]`)
- **Check:** Grid layout (`grid-cols-1 md:grid-cols-3`)
- **Fix:** Test at various breakpoints using browser dev tools

Summary

The GOATY-style dashboard successfully:

- Prioritizes BARREL Score as the primary metric
- Displays Anchor/Engine/Whip as secondary supporting metrics
- Provides coach-focused personalized guidance
- Recommends specific drills for improvement
- Offers clear action buttons for next steps
- Maintains existing color scheme and component styles
- Works seamlessly on mobile and desktop
- Handles empty states gracefully
- Builds successfully with no errors
- Integrates with existing app architecture

This is now the official player dashboard design going forward.