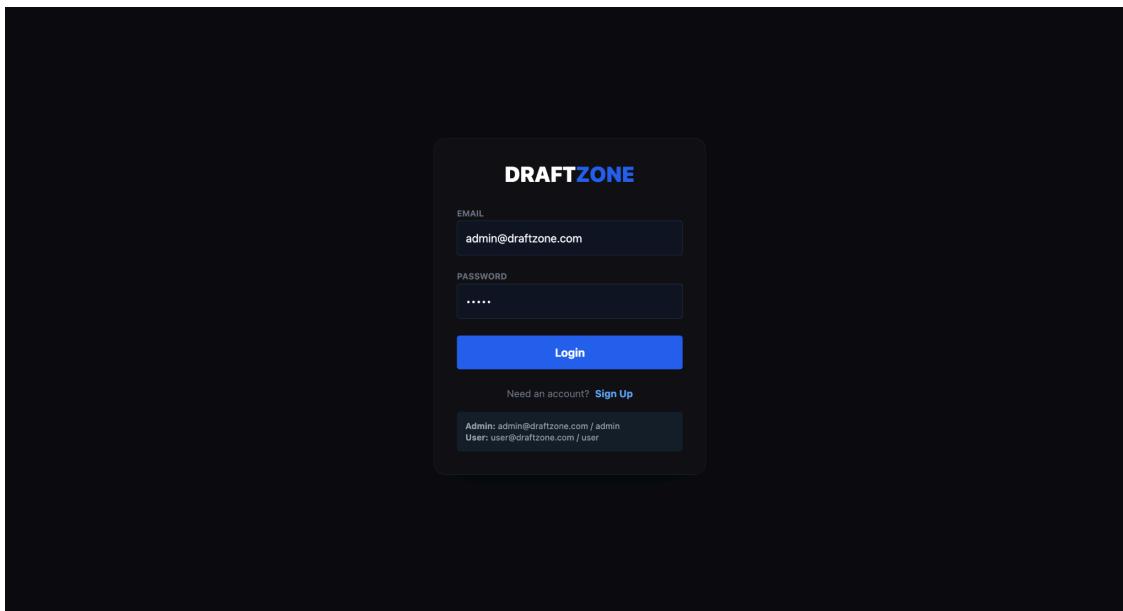


For Mini-Assessment 2, I focused on making DraftZone feel like a real, working product by building out the Draft Simulator page and connecting it to a live backend. The simulator is now fully interactive, letting users draft players into different roster spots while the app checks for things like duplicate positions or going over the bench limit. The page uses a clean dark-mode layout that shows player images, stats, and team info, and it ends with a recap screen that totals each drafted player's projected 2025 fantasy points. I also added basic role-based behavior so that only admins can access certain pages, while regular users are automatically redirected to the main drafting experience.

To support all of this, I set up a Node.js and Express backend that the frontend talks to whenever it needs player data or AI-powered CPU picks. The server handles things like CORS, API key safety, and combining data from multiple Sleeper endpoints before sending it back to the simulator. It also includes separate routes for fetching player stats, handling simple authentication, and generating CPU draft choices using Google Gemini, with a fallback system so the simulator never breaks if the AI request fails. I updated our planning documents as well, including diagrams that explain how data flows between the frontend, backend, and external APIs, along with how the login system decides whether a user should go to the admin panel or the draft page.



[https://git.las.iastate.edu/se-coms-3190/fall-2025/final-project/PS\\_2/-/tree/2-DraftSim-uibackend  
?ref\\_type=heads](https://git.las.iastate.edu/se-coms-3190/fall-2025/final-project/PS_2/-/tree/2-DraftSim-uibackend?ref_type=heads)

The screenshot shows the DraftZone mobile application interface. At the top, there's a navigation bar with 'DRAFTZONE' and 'ADMIN' buttons, followed by 'ADMIN PANEL', 'DRAFT', 'SEARCH', and 'LOGOUT' links. Below the navigation is a header with 'DRAFTZONE' and 'RD 1 / PK 1' on the left, and 'PVP' and 'VS AI' buttons on the right, along with a green 'ASK AI ASSISTANT' button.

The main area features a search bar with placeholder text 'Search players...' and a magnifying glass icon. Below the search bar is a filter bar with buttons for 'ALL', 'QB', 'RB', 'WR', 'TE', 'DEF', and 'K'. The main content is a grid of 10 player cards, each containing a circular player photo, the player's name, position, and team. The cards are color-coded with blue, green, and pink highlights. Each card has two tabs at the bottom: 'STATS' and 'DRAFT'. To the right of the grid is a sidebar titled 'TEAM HUMAN' with the sub-section 'PICKING NOW'. It lists player positions with the status 'Empty': QB, RB, WR, TE, FLX, DEF, and K. Below this is a section for 'BENCH (0/7)' with the note 'No bench players'. At the bottom right is another sidebar titled 'TEAM CPU'.

The screenshot shows the DraftZone mobile application. At the top, there's a navigation bar with 'DRAFTZONE' and 'USER' buttons, and links for 'DRAFT', 'SEARCH', and 'LOGOUT'. Below the navigation is a header with 'DRAFTZONE' and 'RD 1 / PK 1' on the left, and 'PVP' and 'VS AI' buttons on the right, along with a green 'ASK AI ASSISTANT' button.

In the center, there's a search bar with the placeholder 'Search players...'. Below it is a filter bar with buttons for 'ALL' (highlighted in blue), 'QB', 'RB', 'WR', 'TE', 'DEF', and 'K'.

The main content area displays ten player cards arranged in two rows of five. Each card includes a player photo, name, position, and team. The first row includes Ja'Marr Chase (WR, CIN), Saquon Barkley (RB, PHI), Bijan Robinson (RB, ATL), Justin Jefferson (WR, MIN), and Josh Allen (QB, BUF). The second row includes Jahmyr Gibbs (RB, DET), CeeDee Lamb (WR, DAL), Christian McCaffrey (SF, SF), Lamar Jackson (QB, BAL), and Amon-Ra St. Brown (WR, DET).

On the right side, there's a sidebar titled 'TEAM HUMAN' with a sub-section 'PICKING NOW'. It lists categories for QB, RB, WR, TE, FLX, DEF, and K, each marked as 'Empty'. Below this, it says 'BENCH (0/7)' and 'No bench players'. At the bottom of the sidebar is another section titled 'TEAM CPU'.

# DRAFTZONE

EMAIL

PASSWORD

Need an account? [Sign Up](#)

Admin: admin@draftzone.com / admin  
User: user@draftzone.com / user

The screenshot shows the DraftZone application interface. On the left, a sidebar displays player cards for Ja'Mari Chase (WR, CIN) and Saquon Barkley (RB, PHI). The main area shows a team roster for "TEAM HUMAN" with positions: QB, RB, RB, RB, WR, WR, TE, FLX, DEF, K. Most positions are marked as "Empty". Below the roster, a "BENCH (0/7)" section indicates "No bench players". At the top, there are tabs for "DRAFT", "SEARCH", and "LOGOUT". A "PVP" button is highlighted. A "ASK AI ASSISTANT" button is visible. The right side of the screen features the Chrome DevTools Network tab, which is filtering requests by "Fetch/XHR". It shows a list of requests, with the first one expanded to show a successful response body containing a user object with email, role, and name fields. The DevTools also show 4/45 requests made, totaling 0.9 kB / 3.8 kB.