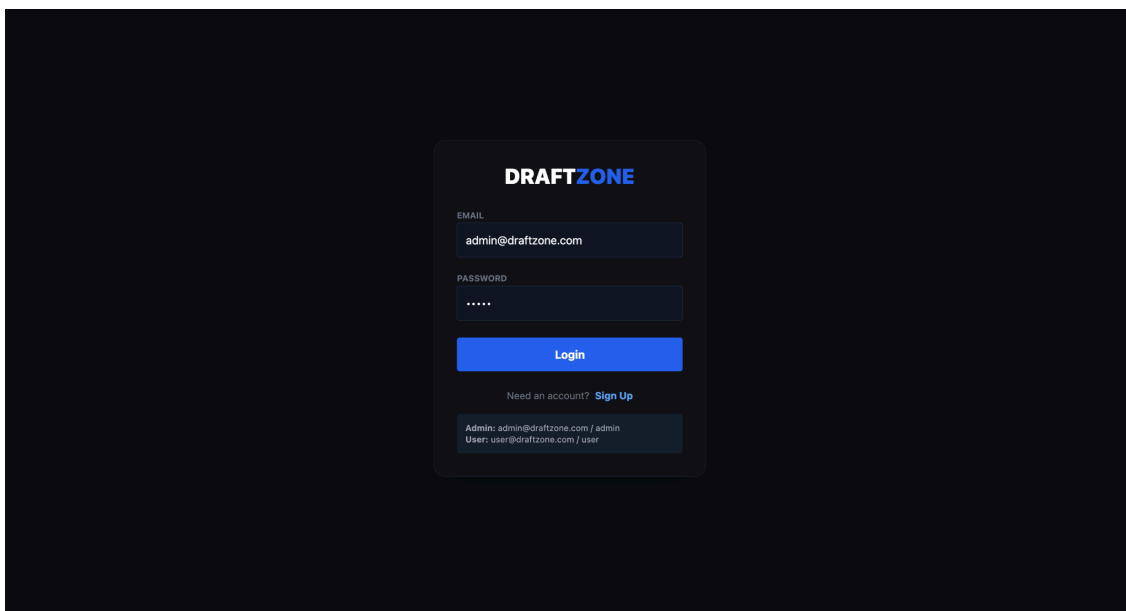


For Mini-Assignment 2, I focused on making DraftZone feel like a real, working product by building out the Draft Simulator page and connecting it to a live backend. The simulator is now fully interactive, letting users draft players into different roster spots while the app checks for things like duplicate 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

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