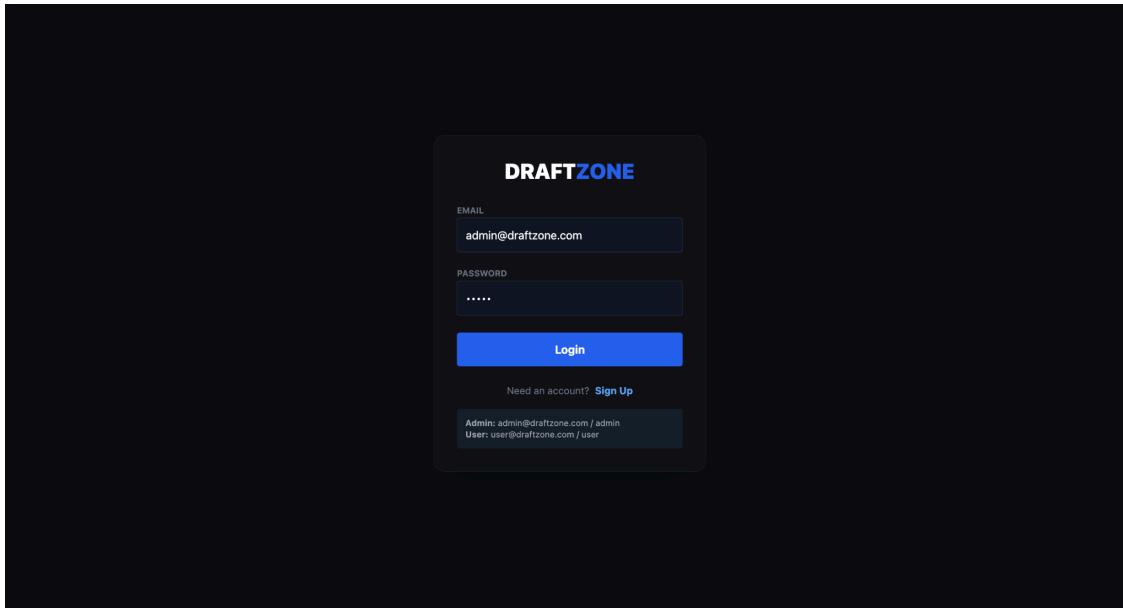


For Mini-Assessment 2, I focused on making DraftZone feel like a real, working product by building out the Draft Simulator page and connecting it to a live backend. The simulator is now fully interactive, letting users draft players into different roster spots while the app checks for things like duplicate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



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 area displays a grid of 10 player cards, each with a circular profile picture, the player's name, position, and team. The cards are color-coded: blue (Ja'Marr Chase, Saquon Barkley), green (Bijan Robinson), purple (Justin Jefferson), pink (Josh Allen), red (Jahmyr Gibbs, CeeDee Lamb), and dark blue (Christian McCaffrey, Lamar Jackson, Amon-Ra St. Brown). Each card has two tabs at the bottom: 'STATS' and 'DRAFT'.

To the right of the player grid is a sidebar titled 'TEAM HUMAN' with the sub-note '• PICKING NOW'. It lists the status of each position: QB, RB, WR, TE, FLX, DEF, and K, all marked as 'Empty'. Below this is a note 'BENCH (0/7)' with the sub-note 'No bench players'. At the bottom right is another section titled 'TEAM CPU'.

The screenshot shows the DraftZone mobile application interface. At the top, there are tabs for 'DRAFTZONE' (highlighted in blue), 'USER' (in a grey box), 'DRAFT' (in white), 'SEARCH' (in white), and 'LOGOUT' (in white). Below the tabs, the 'DRAFTZONE' section displays 'RD 1 / PK 1'. In the center, there are two buttons: 'PVP' (highlighted in blue) and 'VS AI'. To the right is a green button labeled 'ASK AI ASSISTANT'. A search bar with the placeholder 'Search players...' is located above the player cards. Below the search bar is a row of filter buttons: 'ALL' (highlighted in blue), 'QB', 'RB', 'WR', 'TE', 'DEF', and 'K'. The main area contains ten player cards arranged in two rows of five. Each card features a circular player photo, the player's name, position, and team. Below each card are 'STATS' and 'DRAFT' buttons. 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). To the right of the player cards is a sidebar titled 'TEAM HUMAN' with the sub-tittle 'PICKING NOW'. It lists categories: QB (Empty), RB (Empty), WR (Empty), TE (Empty), FLX (Empty), DEF (Empty), and K (Empty). Below these is a note 'BENCH (0/7)' followed by 'No bench players'. At the bottom right 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 selection interface for "TEAM HUMAN" with positions: QB, RB, RB, RB, WR, WR, TE, FLX, DEF, K. Buttons for "ALL", "QB", "RB", "TE", "K", "WR", "DEF", and "RB" are visible. Below the positions, there are buttons for "STATSDRAFT" and "STATS". At the bottom, a "BENCH (0/7)" section indicates "No bench players". A central button labeled "ASK AI ASSISTANT" is present. On the right, the browser's developer tools Network tab is open, showing a list of requests. One request, "firebase:fetch?key=AlzaSyDr...", has expanded to show a successful response object: { success: true, user: { email: "admin@draftzone.com", role: "admin", name: "Commissioner" } }. The developer tools also show network throttling settings and a preview of the response payload. A tooltip at the bottom right encourages turning on AI assistance.