

Requirements Stack					
ID	Requirement Description	Story Points	Priority	Sprint Number	
R1	Locate RESTful FastAPI backend to serve sports data (teams, players, stats, odds) using PostgreSQL and Redis caching.	13	1	1	
R2	Integrate live data feeds from APIs for football, basketball, baseball, and UFC. Normalize and store in unified schema.	13	1	1	
R3	Build WebSocket interface for real-time game and stat updates to connected clients.	8	1	1	
R4	Create front-end interface (React Native or PWA) to display teams, players, and stats.	8	1	1	
R5	Integrate live data feeds from APIs for football, basketball, baseball, and UFC. (Begin connecting selected API endpoints and normalizing response data.)	13	1	2	
R6	Build WebSocket interface for real-time game and stat updates to connected clients. (Start implementing live update mechanism.)	8	1	2	
R7	Integrate betting odds API and display odds for upcoming events with bookmaker info.	5	2	2	
R8	Ensure compliance with betting data policies and user age verification.	2	5	2	
R9	Develop interactive visualization dashboards with charts for stats and metrics.	8	5	2	
R10	Implement search and filtering by sport/team/player.	3	1	3	
R11	Implement user-defined alerts for news mentions/injury updates.	8	2	3	
R12	Store and display recent injury reports (initial schema).	3	2	3	
R13	Optimize queries + Redis caching improvements.	3	3	3	
R14	Implement fuzzy matching logic for associating news → players/teams.	5	5	3	
R15	Implement ESPN Sports API directly through Vercel.	8	5	3	
R16	Begin player/team comparison module with AI reasoning hooks.	5	5	3	
R17	DB backup/recovery/migrations (Alembic).	5	5	3	
R18	Containerize services with Docker + deploy via Compose.	3	3	4	
R19	Admin dashboard for API keys/data sources/logs.	5	4	4	

Requirements Stack

ID	Requirement Description	Story Points	Priority	Sprint Number
R20	Data deduplication + ingest validation pipeline.	5	4	4
R21	Email notifications for alerts.	3	5	4
R22	Logging/monitoring/error handling (Prometheus/Grafana).	5	5	4
R23	User preferences + profile + subscription management.	3	5	4
R24	Mobile notifications for news/game updates.	5	4	4
R25	Responsive UI for desktop + mobile.	5	4	4
R26	Authentication (JWT) for accounts and subscriptions.	5	5	4
R27	Full Discord bot + webhook alerting (final integration).	3	5	4
R28	Analytics module for engagement + alert metrics.	3	5	4
R29	Pagination/sorting/infinite scrolling.	3	5	4
R30	Rate limiting + throttling.	3	5	4
R31	Social sharing for stats and dashboards.	3	5	4
R32	CI/CD automated testing + cloud deployment pipeline.	8	5	4