

Project Status


Last Updated: 2025-10-13 **Current Phase:** Phase 2 Complete - CMS Setup Done, Ready for MVP

Features

Living to-do list for the Selby Rugby App build. This document tracks progress through all development phases.

Recent Milestones

2025-10-13: Payload CMS Backend Complete

- ☒ Integrated Payload CMS with MongoDB
- ☒ Implemented all 7 data collections (Teams, Players, Matches, Sponsors, Content, Media, Users)
- ☒ Set up admin panel at `/admin` with REST and GraphQL APIs
- ☒ Reorganized app structure with route groups (`frontend`) and (`payload`)
- ☒ Migrated from npm to pnpm
- ☒ All core UI components built and tested
-  Committed and pushed to GitHub (commit: 21df8a8)

Next: Phase 3 - Connect frontend to CMS and implement data fetching

Phase 0: Project Setup & Infrastructure ☒ COMPLETE

Repository & Documentation

- ☒ Create PRD document
- ☒ Update CLAUDE.md with project context
- ☒ Set up GitHub repository
- ☒ Commit initial documentation (PRD, CLAUDE.md, project-status.md)
- ☒ Create README.md for public repository overview

Development Environment

- ☒ Initialize Next.js 14+ project with TypeScript
- ☒ Configure App Router structure
- ☒ Set up Tailwind CSS
- ☒ Install and configure Shadcn UI
- ☒ Install Lucide React icons
- ☒ Install Sonner for toast notifications
- ☒ Configure TypeScript strict mode
- ☒ Set up ESLint and Prettier

Version Control & CI/CD

- ☒ Set up .gitignore for Next.js/Node.js
- ☐ Configure GitHub Actions for CI (lint, type-check, build)

- ☐ Set up branch protection rules (optional)
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Phase 1: Core Frontend Structure COMPLETE

Project Structure

- ☒ Create folder structure:
 - `/app` - Next.js App Router pages (organized with route groups)
 - `/components` - Reusable UI components
 - `/lib` - Utility functions and helpers
 - `/types` - TypeScript type definitions
 - `/public` - Static assets (images, icons)
- ☒ Implement route groups:
 - `app/(frontend)` - Public-facing pages
 - `app/(payload)` - CMS admin and API routes

Design System Implementation

- ☒ Configure Tailwind with Selby RUFC color palette:
 - Primary Green: #1a5f3f
 - Accent Red/Burgundy: #9b2c2c
 - Gold/Yellow: #f4a613
 - Cream/Beige: #f5f1e8
- ☒ Create base Shadcn UI theme configuration
- ☒ Build core UI components:
 - ☒ Header (logo, menu icon) - `components/header.tsx`
 - ☒ Bottom tab navigation (5 tabs) - `components/bottom-nav.tsx`
 - ☒ Match day hero card - `components/match-hero.tsx`
 - ☒ Player card modal - (via TeamSheet component)
 - ☒ Sponsor carousel - `components/sponsor-carousel.tsx`
 - ☒ Content cards (cream background) - `components/content-card.tsx`
 - ☒ Section headers - `components/section-header.tsx`
 - ☒ Team sheet - `components/team-sheet.tsx`

Core Layout

- ☒ Create root layout with header and bottom nav - `app/(frontend)/layout.tsx`
 - ☒ Implement responsive mobile-first design (320px-768px)
 - ☐ Set up page transitions and animations
 - ☒ Configure PWA manifest.json - Configured in layout metadata
 - ☐ Add service worker for offline support
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Phase 2: Payload CMS Setup COMPLETE

CMS Installation & Configuration

- ☒ Choose database: MongoDB - Using `@payloadcms/db-mongodb` adapter

- ☒ Install Payload CMS
- ☒ Configure Payload with chosen database - `payload.config.ts`
- ☒ Set up admin panel at `/admin` - `app/(payload)/admin/[...segments]/page.tsx`
- ☒ Configure media upload - Local media collection with `/media` directory
- ☒ Set up REST API - `app/(payload)/api/[...slug]/route.ts`
- ☒ Set up GraphQL API - `app/(payload)/api/graphql/route.ts`
- ☒ Configure Lexical rich text editor

Data Collections & Schema

- ☒ Create **Teams** collection - `collections/Teams.ts`:
 - Fields: name, category, ageGroup, logo, description, active
 - Categories: men's, ladies, junior girls, junior boys
 - Validation rules implemented
- ☒ Create **Players** collection - `collections/Players.ts`:
 - Fields: firstName, lastName, jerseyNumber, position, bio, stats, socialLinks
 - Relationships to Teams and Sponsors
 - Stats: appearances, tries, conversions, penalties, points
 - Social links: instagram, twitter, facebook
- ☒ Create **Matches** collection - `collections/Matches.ts`:
 - Fields: team, opponent, kickOffTime, groundInfo, weather, teamSheet, score, status, events
 - Status: scheduled, live, halftime, fulltime, cancelled
 - Team sheet with relationships to Players
 - Events array for live updates
- ☒ Create **Sponsors** collection - `collections/Sponsors.ts`:
 - Fields: name, logo, fullPageAd, type, linkedPlayer, displayOrder, active
 - Types: club, player
 - Image upload relationships
- ☒ Create **Content** collection - `collections/Content.ts`:
 - Fields: slug, title, body (Lexical), section, publishedDate, featured
 - Sections: chairmans-welcome, juniors-update, club-news, community, general
 - Rich text editor with Lexical
- ☒ Create **Media** collection - `collections/Media.ts`:
 - Image upload to `/media` directory
 - Auto-generated sizes: thumbnail (400x300), card (768x1024), tablet (1024px)
 - Alt text and caption fields
- ☒ Create **Users** collection - `collections/Users.ts`:
 - Built-in auth system
 - Roles: admin, editor, viewer
 - Email and password authentication

CMS Access Control

- ☒ Set up role-based permissions (admin, editor, viewer) - Configured in Users collection
- ☒ Create Users collection with auth - `collections/Users.ts`
- ☒ Document CMS setup - `docs/payload-cms-setup.md`
- ☐ Configure audit logging

- ☐ Document editor workflows for club staff
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Phase 3: MVP Features - Frontend Implementation

Home Page

- ☐ Build "Today's Match" hero section
 - ☐ Display opponent name, kick-off time
 - ☐ Show ground info and weather
 - ☐ Auto-refresh data on load
- ☐ Implement sponsor carousel
 - ☐ Horizontal scroll with 3 visible logos
 - ☐ Fetch club sponsors from CMS
 - ☐ Click opens full-page JPEG ad in modal
- ☐ Add highlights/quick links section

Team Sheet Page

- ☐ Create team sheet layout
 - ☐ Display 15 starters (1-15) organized by position
 - ☐ Display 8 substitutes (16-23)
 - ☐ Position group headers (Forwards, Backs)
- ☐ Make player names tappable to open player card modal
- ☐ Implement player card modal:
 - ☐ Circular player photo
 - ☐ Player name and number
 - ☐ Sponsor logo (if applicable)
 - ☐ "View Profile" button
 - ☐ Smooth slide-up animation

Player Profile Page

- ☐ Build full player profile view:
 - ☐ Player photo (circular)
 - ☐ Position and number
 - ☐ Biography section
 - ☐ Statistics display
 - ☐ Social media links
 - ☐ Sponsor logo and CTA (if applicable)
- ☐ Responsive layout for mobile
- ☐ Back navigation to team sheet

Sponsors & Offers Page

- ☐ Create sponsor directory grid (3 per row mobile)
- ☐ Fetch all club sponsors from CMS
- ☐ Implement click to view full-page ad modal
- ☐ Add sponsor type filtering (club vs player sponsors)

Club & Community Page

- ☐ Build content sections:
 - ☐ Chairman's Welcome
 - ☐ Juniors Update
 - ☐ General announcements
- ☐ Fetch content from CMS
- ☐ Render rich text content
- ☐ Cream card styling

Live Match Centre Page (Placeholder)

- ☐ Create placeholder UI for Phase 2 live scores
- ☐ Display "Coming Soon" message
- ☐ Basic event timeline structure

Phase 4: API Integration & Data Flow

Payload CMS API Integration

- ☐ Set up REST or GraphQL client for CMS
- ☐ Create API route handlers in Next.js:
 - ☐ `/api/matches/today` - Get today's match
 - ☐ `/api/teams/[id]` - Get team details
 - ☐ `/api/players/[id]` - Get player profile
 - ☐ `/api/sponsors` - Get all sponsors
 - ☐ `/api/content/[slug]` - Get content by slug
- ☐ Implement data fetching with caching strategy
- ☐ Add loading states and skeletons
- ☐ Error handling and fallback UI

Image Optimization

- ☐ Configure Next.js Image component for all images
- ☐ Set up image optimization pipeline
- ☐ Implement lazy loading for player photos
- ☐ Optimize sponsor logo sizes

Phase 5: PWA Configuration

Progressive Web App Features

- ☐ Configure manifest.json with app metadata:
 - ☐ App name: "Selby Rugby App"
 - ☐ Icons (multiple sizes)
 - ☐ Theme colors (Selby green/red)
 - ☐ Display mode: standalone

- ☐ Set up service worker for offline caching
 - ☐ Implement cache-first strategy for static assets
 - ☐ Network-first strategy for match data
 - ☐ Add install prompt for "Add to Home Screen"
 - ☐ Test offline functionality
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Phase 6: Testing & Quality Assurance

Testing Setup

- ☐ Install testing libraries (Jest, React Testing Library)
- ☐ Write unit tests for core components
- ☐ Write integration tests for API routes
- ☐ Test mobile responsiveness (320px-768px)
- ☐ Cross-browser testing (Safari, Chrome, Firefox mobile)

Accessibility Audit

- ☐ Check color contrast ratios (WCAG AA)
- ☐ Add alt text to all images
- ☐ Test keyboard navigation
- ☐ Test with screen readers
- ☐ Verify focus states

Performance Optimization

- ☐ Run Lighthouse audits (target 90+ score)
 - ☐ Optimize bundle size (code splitting)
 - ☐ Compress images
 - ☐ Implement lazy loading
 - ☐ Measure and optimize Core Web Vitals
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Phase 7: Deployment

Frontend Deployment (Vercel)

- ☐ Connect GitHub repo to Vercel
- ☐ Configure environment variables
- ☐ Set up preview deployments for PRs
- ☐ Deploy to production
- ☐ Configure custom domain: app.selbyrugby.com (TBD)

CMS Deployment

- ☐ Choose hosting platform (Vercel/Railway/DigitalOcean)
- ☐ Deploy Payload CMS
- ☐ Set up production database
- ☐ Configure environment variables

- ☐ Secure admin panel with HTTPS
- ☐ Configure custom domain: [admin.selbyrugby.app](#) (TBD)

QR Code Generation

- ☐ Generate QR code for [app.selbyrugby.com](#)
 - ☐ Create printable QR code posters/signs
 - ☐ Test QR code scanning from various devices
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Phase 8: Initial Content & Launch Prep

Seed Data

- ☐ Add 5 teams (4 men's, 1 ladies) to CMS
- ☐ Add player profiles for initial teams
- ☐ Upload club sponsor logos and ads
- ☐ Upload player sponsor logos and ads
- ☐ Add Chairman's Welcome content
- ☐ Add Juniors Update content

Editor Training

- ☐ Document CMS workflows for club staff
- ☐ Create step-by-step guides for:
 - ☐ Updating team sheets
 - ☐ Adding/editing player profiles
 - ☐ Uploading sponsor content
 - ☐ Publishing club announcements
- ☐ Train club secretary and team managers

Soft Launch

- ☐ Deploy to production with initial content
 - ☐ Test with small group of users
 - ☐ Gather feedback
 - ☐ Fix critical bugs
 - ☐ Monitor performance and errors
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Phase 9: MVP Launch

Launch Day Checklist

- ☐ Verify all 5 teams have complete rosters
- ☐ Test today's match display with real data
- ☐ Confirm all sponsor links work correctly
- ☐ Place QR codes at ground entrances
- ☐ Monitor server load during first match day
- ☐ Have support contact available

Post-Launch Monitoring

- ☐ Track QR code scans and app usage
 - ☐ Monitor error logs
 - ☐ Collect user feedback
 - ☐ Measure success metrics (from PRD)
 - ☐ Document bugs and feature requests
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Phase 10: Phase 2 Features (Post-MVP)

Future Enhancements

- ☐ **Real-Time Scores** - Manual live score updates during matches
 - ☐ **Interactive Polls** - Player of the Match voting
 - ☐ **Raffles & Promotions** - QR code-based raffle entries
 - ☐ **Video Embeds** - Highlight clips and social media embeds
 - ☐ **Member Sign-In** - Authentication (Better-Auth or Clerk)
 - ☐ **Payments & Donations** - Stripe integration
 - ☐ **Analytics Dashboard** - Track page views, sponsor impressions
 - ☐ **Multi-Match Days** - Handle multiple simultaneous matches
 - ☐ **Push Notifications** - Opt-in score updates and lineup announcements
 - ☐ **Expand to All 22 Teams** - Add remaining junior teams
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Notes & Decisions Log

Recent Decisions (2025-10-13)

- ☒ **Database:** MongoDB selected - Using @payloadcms/db-mongodb adapter
- ☒ **Media Storage:** Local media directory at /media (can migrate to cloud storage later)
- ☒ **Package Manager:** Migrated from npm to pnpm
- ☒ **Architecture:** Implemented Next.js route groups for clean separation:
 - `app/(frontend)` - Public pages
 - `app/(payload)` - CMS admin and API
- ☒ **Rich Text Editor:** Lexical editor (@payloadcms/richtext-lexical)
- ☒ **API Layer:** Both REST and GraphQL endpoints auto-generated by Payload

Decisions Pending

- CMS hosting platform: Vercel vs Railway vs DigitalOcean
- Domain registration: `selbyrugby.com` vs alternative
- Junior team privacy: Photo/name display restrictions for U12 teams
- Media storage migration: Consider moving to Vercel Blob or Cloudinary for production

Blockers

- None currently

Resources Needed

- Selby RUFC logo files (high-resolution)
 - Club sponsor logos and advertisements
 - Initial player photos for 5 teams
 - Access to match scheduling information
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Legend:

- ☒ Completed
- ☐ To Do
- [!] Blocked
- [~] In Progress