Project Status

Last Updated: 2025-10-11 **Current Phase:** Planning Complete - Ready for Initial Setup

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

Phase 0: Project Setup & Infrastructure

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)

Phase 1: Core Frontend Structure

Project Structure

- ☐ Create folder structure:
    - `/app` - Next.js App Router pages
    - `/components` - Reusable UI components
    - `/lib` - Utility functions and helpers
    - `/types` - TypeScript type definitions
    - `/public` - Static assets (images, icons)
    - `/styles` - Global styles and Tailwind config

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)
  - ☐ Bottom tab navigation (5 tabs)
  - ☐ Match day hero card
  - ☐ Player card modal
  - ☐ Sponsor carousel
  - ☐ Content cards (cream background)

Core Layout

- ☐ Create root layout with header and bottom nav
- ☐ Implement responsive mobile-first design (320px-768px)
- ☐ Set up page transitions and animations
- ☐ Configure PWA manifest.json
- ☐ Add service worker for offline support

Phase 2: Payload CMS Setup

CMS Installation & Configuration

- ☐ Choose database: MongoDB or PostgreSQL
- ☐ Install Payload CMS
- ☐ Configure Payload with chosen database
- ☐ Set up admin panel UI customization (Selby branding)
- ☐ Configure media upload (Vercel Blob or Cloudinary)

Data Collections & Schema

- ☐ Create **Teams** collection:
  - Fields: team_id, name, category, age_group, logo
  - Validation rules
- ☐ Create **Players** collection:
  - Fields: player_id, team_id, name, number, position, photo_url, bio, stats (JSON), social_links (JSON), sponsor_id
  - Relationship to Teams
  - Optional relationship to Sponsors
- ☐ Create **Matches** collection:
  - Fields: match_id, team_id, opponent, kick_off_time, ground_info, weather, team_sheet (array), status

- o Relationship to Teams and Players
- ☐ Create **Sponsors** collection:
    - o Fields: sponsor_id, name, logo_url, ad_jpeg_url, type, linked_player_id
    - o Image upload with validation (dimensions/formats)
- ☐ Create **Content** collection:
    - o Fields: content_id, slug, title, body (rich text), section, published_date
    - o Rich text editor configuration

CMS Access Control

- ☐ Set up role-based permissions (admin, editor, viewer)
- ☐ Configure audit logging
- ☐ Create initial admin user account
- ☐ Document editor workflows

Phase 3: MVP Features - Frontend Implementation

Home Page

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

Team Sheet Page

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

Player Profile Page

- ☐ Build full player profile view:
    - o ☐ Player photo (circular)
    - o ☐ 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

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

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

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

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

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

Notes & Decisions Log

Decisions Pending

- Database choice: MongoDB vs PostgreSQL
- Media storage: Vercel Blob vs Cloudinary
- CMS hosting platform: Vercel vs Railway vs DigitalOcean
- Domain registration: selbyrugby.com vs alternative
- Junior team privacy: Photo/name display restrictions for U12 teams

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

Legend:

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