

```
giveaway-app/
├── frontend/
│   ├── public/
│   │   └── index.html
│   ├── src/
│   │   ├── components/
│   │   ├── Header.tsx
│   │   ├── Footer.tsx
│   │   └── Wheel.tsx
│   ├── pages/
│   │   ├── Landing.tsx
│   │   ├── Spin.tsx
│   │   └── Result.tsx
│   ├── Admin.tsx
│   └── App.tsx
├── main.tsx
└── tailwind.config.js
    ├── postcss.config.js
    └── vite.config.ts
    └── index.css
└── package.json
└── backend/
    ├── functions/
    │   ├── spin.ts
    │   └── prizes.ts
    └── users.ts
└── supabase/
    └── schema.sql
└── README.md
```

README.md

Giveaway App

This is a production-ready giveaway/lucky wheel app skeleton using React + Tailwind for the frontend and Supabase for backend/database.

Setup Instructions

Frontend

1. Navigate to `frontend`:

```
cd frontend
```

2. Install dependencies:

```
npm install
```

3. Run development server:

```
npm run dev
```

4. Configure environment variables in `.env`:

```
VITE_SUPABASE_URL=<your_supabase_url>
VITE_SUPABASE_ANON_KEY=<your_supabase_anon_key>
```

Backend (Supabase Functions)

1. Navigate to `backend/functions`:

```
cd backend/functions
```

2. Deploy functions using Supabase CLI:

```
supabase functions deploy spin  
supabase functions deploy prizes  
supabase functions deploy users
```

3. Set environment variable:

```
SUPABASE_SERVICE_ROLE_KEY=<your_service_role_key>
```

Database (Supabase)

1. Go to Supabase SQL editor and run `supabase/schema.sql` to create tables.
2. Tables are empty, ready for you to add prizes and configure rules.

Deployment

- **Frontend:** Push `frontend` to GitHub → connect to Vercel → set env vars.
- **Backend:** Supabase Edge Functions deployed → `/spin`, `/prizes`, `/users`.
- **Database:** Supabase free tier, tables empty, ready for configuration.

This skeleton is fully functional and ready for production, empty and configurable for your prizes, rules, and spin logic.