

LeagueOS – Developer Specification (v2)

Tech Stack

Frontend:

- Expo React Native (TypeScript)
- React Native Web

Backend:

- Supabase (Auth, DB, Realtime)

Shared:

- TypeScript shared logic for keeper engine, models, validation

Project Structure

/app – Expo app

/web – Web entry

/shared – Business logic (keeper engine)

/supabase – SQL schema + migrations

/docs – Reference PDFs

/design – Color palette + UI tokens

Core Modules

- Auth

- Leagues

- Teams

- Players

- Acquisition History
- Keeper Logic
- Auction System
- External Sync
- Offseason Workflow

Keeper Engine Implementation

All rules must follow keeper_rules_engine_bible.pdf.

Shared module functions:

- getRookieEligibility()
- getWaiverEligibility()
- getFranchiseTagEligibility()
- getAllKeeperEligibility()
- calculateKeeperCost()

UI Theming

Use theme.ts from /design.

Consistent colors, spacing, radii, typography.

All UI components should be shared where possible.

Cursor Instructions

Cursor must always reference:

/docs/keeper_rules_engine_bible.pdf

/docs/leagueos_user_stories_full_v2.pdf

[`/docs/leagueos_functional_spec.pdf`](#)

[`/docs/leagueos_developer_spec.pdf`](#)

Never invent new rules. Always ask for clarification.