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```

More information on every File:

backEnd/

File	Purpose in one glance	Key responsibilities / notes
app.py	Flask API gateway	<ul style="list-style-type: none">Boots the Flask server, enables CORS, and initializes Firebase Admin.Hosts routes such as <code>/api/parse_screenshot</code> (OCR) and <code>/api/player</code> (full analysis).Persists results to Firestore and returns JSON to the front-end.

<code>backtester.py</code>	Historical profit-and-loss simulator	<ul style="list-style-type: none"> Scans prior <code>processedPlayers/*</code> docs, applies a simple bet-settlement rule, and builds a P&L Series. Useful for validating the model or generating performance charts in notebooks.
<code>chatgpt_bet_explainer.py</code>	Natural-language "Why this bet?" generator	<ul style="list-style-type: none"> Crafts a prompt with player stats + probabilities, calls the OpenAI ChatGPT API, and returns a concise explanation. Cached in Firestore so each pick is explained only once.
<code>injury_report.py</code>	Live injury-status scraper	<ul style="list-style-type: none"> Pulls the NBA's official daily injury feed (or a mirrored JSON). Normalizes status (Out, Q, P) and injury details, returning a clean dict keyed by NBA player ID. Consumed by <code>player_analyzer.py</code> to adjust probabilities.
<code>main.py</code>	Cloud-Run entry-point + cron helpers	<ul style="list-style-type: none"> Exposes <code>app</code> for Gunicorn and contains scheduled logic that: <ul style="list-style-type: none"> polls recent box scores; moves finished picks from <i>active</i> → <i>concluded</i>; updates user bet history.
<code>monte_carlo.py</code>	Python wrapper around native Monte-Carlo engine	<ul style="list-style-type: none"> Fetches ≤ 60 recent games → computes μ, σ → runs 100 000 sims. Prefers the ultra-fast shared lib <code>libmontecarlo.so</code> (see below) but can fall back to NumPy.
<code>player_analyzer.py</code>	Master data wrangler & feature builder	<ul style="list-style-type: none"> Queries <code>nba_api</code> for season stats, last-5 logs, playoff data, opponent strength, etc. Calls <code>injury_report</code>, <code>volatility.forecast_volatility</code>, <code>prediction_analyzer.poisson_over_prob</code>, and <code>monte_carlo.monte_carlo_probability</code>. Bundles everything into a dict that the front-end cards expect.
<code>prediction_analyzer.py</code>	Math helpers (Poisson & misc.)	<ul style="list-style-type: none"> Implements closed-form Poisson "\geq threshold" calculation. Provides thin wrappers invoked by <code>player_analyzer</code> and feeds into <code>chatgpt_bet_explainer</code>.
<code>volatility.py</code>	GARCH(1,1) volatility forecaster	<ul style="list-style-type: none"> Builds a 50-game (or playoff-only) series of point "returns", fits <code>arch_model</code>, and returns 1-step-ahead σ. Output stored as <code>volatilityForecast</code> / <code>volatilityPlayOffsForecast</code>.

<code>DashboardPage.jsx</code>	Main dashboard SPA (picks + search + upload)	<ul style="list-style-type: none"> • Wrapped in <code>AppLayout</code> so header, nav, earnings banner, and warning banner are always visible. • Hosts <code>PlayerAnalysisSearch</code>, <code>ScreenshotUploader</code>, current-picks panel, <code>DailyPicks</code>, active-bet section, <code>BetSlip</code>, <code>BetConfirmation</code>, and modal stack (<code>PlayerStatsModal</code>, <code>EditBetModal</code>). • Loads user profile, active bets, bet history, and legacy picks from Firestore; moves completed bets to history on mount. • All navigation is handled via <code>useNavigate()</code>; page is mounted at <code>/dashboard</code> and is the post-login landing route.
<code>ProcessedPlayersPage.jsx</code>	Dedicated gallery of server-processed players	<ul style="list-style-type: none"> • Uses <code>AppLayout</code>. • Renders <code>ProcessedPlayers</code> component and passes <code>onAddToPicks</code> to let users queue cards directly into their pick list. • Loads any legacy picks for de-duplication, enforces 6-pick max, and persists additions with <code>addUserPick</code>. • Route: <code>/processed-players</code>.
<code>PreviousBetsPage.jsx</code>	Bet history & active wagers center	<ul style="list-style-type: none"> • Uses <code>AppLayout</code>. • Displays <code>ActiveBet</code> list (editable / cancellable) followed by <code>PreviousBets</code> accordion built from Firestore bet history. • On mount, moves completed bets from <i>active</i> → <i>history</i> and refreshes both lists; provides <code>EditBetModal</code>, <code>PlayerStatsModal</code> for deeper actions. • Route: <code>/previous-bets</code>.
<code>AlertsPage.jsx</code>	Notifications / alerts hub	<ul style="list-style-type: none"> • Uses <code>AppLayout</code>. • Thin wrapper that mounts <code>Notifications</code>; future iterations will hydrate from user-specific subscriptions. • Route: <code>/alerts</code>.

SignIn.jsx

Simple username + password login screen

• Stylized form with show-password toggle. • On submit, verifies credentials via `getUserByUsername`, runs `bootstrap (initializeUser, initializeDatabase)` if needed, stores `currentUser` in `sessionStorage`, then redirects to `/dashboard` with `useNavigate()`. • Still seeds the demo user on first mount.

frontEnd/src/



File	Purpose in one glance	Key responsibilities / notable details
App.css	Global styling + mobile-first overrides	• Provides core layout rules for <code>#root</code> , logo hover effects, and the default Vite card styles. • A max-width 768 px media query force-stacks flex layouts, makes tables horizontally scrollable, converts modals to full-screen, and ensures every element obeys responsive sizing—turning the desktop SPA into a fluid mobile experience.
App.jsx	Top-level React router	• Uses React Router v6 to declare the full routing map: <code>/ → SignIn</code> , <code>/dashboard → DashboardPage</code> , <code>/processed-players → ProcessedPlayersPage</code> , <code>/previous-bets → PreviousBetsPage</code> , <code>/alerts → AlertsPage</code> . • Includes a legacy redirect by pointing <code>/HomePage</code> to <code>DashboardPage</code> , preserving old bookmarks. • Stateless functional wrapper; exported as default so <code>main.jsx</code> can mount it at the root.
firebase.js	Front-end Firebase initializer	• Reads API keys & IDs from Vite env variables and calls <code>initializeApp()</code> . • Exports Firestore instance <code>db</code> and, in browser environments only, <code>analytics</code> —guarded so SSR or Node tests don't break.
index.css	Tailwind layer injection	• Simply imports <code>@tailwind base</code> , <code>components</code> , and <code>utilities</code> ; actual custom styles live in individual component <code>.css</code> files.
main.jsx	React entry point rendered by Vite	• Boots the app via <code>createRoot().render(<StrictMode><App /></StrictMode>)</code> . • Pulls in <code>index.css</code> so Tailwind styles apply globally before any component mounts.

frontEnd/src/components/

File	Purpose in one glance	Key responsibilities / notable UI behavior
<code>PredictionCard.jsx</code>	Mini card that surfaces the model's score prediction for <i>one</i> player	<ul style="list-style-type: none"> Shows threshold, computed probability and Poisson probability. Colors the <i>Recommendation</i> banner green / yellow / red based on <code>prediction.category</code> ("Almost guaranteed", "Neutral", "Risky").
<code>PreviousBets.jsx</code>	Accordion list of a user's completed and in-flight wagers	<ul style="list-style-type: none"> Splits view into Active Bets and Completed Bets sections. Click to expand → reveals pick details, result hit/ miss chips, and P&L. Local <code>expandedBets</code> state tracks which items are unfolded.
<code>processed-players.css</code>	Hover & animation helpers for <i>ProcessedPlayers</i> grid	<ul style="list-style-type: none"> Adds scale-up shadow on <code>.player-card:hover</code> and a reusable <code>.pulse</code> key-frame for success confirmations. General transition rules applied to buttons & expandable sections.
<code>ProcessedPlayers.jsx</code>	Searchable / filterable gallery of players already analyzed server-side	<ul style="list-style-type: none"> Fetches Firestore docs via <code>getProcessedPlayers()</code> and displays responsive card grid. Live filters: team dropdown, AI-recommendation dropdown, free-text search. Each card opens <code>PlayerAnalysisModal</code> or emits <code>onAddToPicks</code>. Maintains <code>addedPlayers</code> map to flash a  for 3 s after a pick is queued.
<code>RecommendationCard.jsx</code>	Lightweight "quick verdict" box used inside the analysis modal	<ul style="list-style-type: none"> Derives OVER/UNDER & confidence (High / Medium) from basic averages vs threshold. Shows Poisson probability and icon-based sentiment ( green /  red).

ScreenshotUploader.jsx

Drag-and-drop widget that parses PrizePicks images, then chains player analysis

- Lets users drop multiple screenshots, previews them, and tracks upload % with a fake progress bar.
- Calls `/api/parse_screenshot` → receives `{ parsedPlayers[] }` → sequentially POSTs each to `/api/player` while painting per-row status chips (spinner /  / ).
- Auto-clears previews when done; shows animated success & error toasts.

StatsCard.jsx

Detailed stat panel inside the analysis modal

- Displays season avg, last-5 avg, vs-opponent avg, home/away avg.
- Inline table of last 5 games, color-coded vs threshold.
- “See More” button opens modal paginated (10 per page) over up to 15 games, with lazy “Load more games” pagination.

thinking-animation.css

Re-usable pulse animation for ChatGPT “thinking” loader

- `.thinking-dot` staggered dot pulse and `.thinking-ring` breathing ring key-frames.

ThinkingAnimation.jsx

Centered loader component shown while awaiting AI response

- Uses the above CSS to render a gradient ring, three pulsing dots, and explanatory blurb (“Gathering player statistics...”).
- Accepts optional `text` prop (default “Analyzing”).

TrendingPicks.jsx

Static demo card of “most popular picks”

- Currently hard-codes an array of three players with popularity %, threshold and recommendation; renders with icons & team info.

FavoritePlayers.jsx

Empty-state panel for future “starred” players

- Renders a grid of favorite player tiles once data exists; for now shows a big prompt and “Add Players” CTA button using Lucide icons.

ImageWithFallback.jsx

Re-usable `` wrapper that never breaks

- Attempts primary `src`; on `onError` swaps to `fallbackSrc` (or `/placeholder.svg`) so broken images don’t wreck the layout.

<code>InjuryStatusCard.jsx</code>	Rich card that visualizes a player's latest injury report	<ul style="list-style-type: none"> • Three states: no data, found on report, healthy. • Maps status → color (red = Out, yellow = Questionable, green = Probable/Available). • Shows reason, game date/time, and matchup when available.
<code>MonteCarloCard.jsx</code>	Explains the Monte-Carlo simulation result for a threshold	<ul style="list-style-type: none"> • Displays probability (green / yellow / red), distribution type, and an info blurb with a chart icon. • Parses string or numeric inputs and formats to <code>##.## %</code>.
<code>Notifications.jsx</code>	Placeholder settings panel for future alerts	<ul style="list-style-type: none"> • Static copy describing upcoming features (game-start, performance, result alerts). • Disabled toggle switches communicate “coming soon.”
<code>PlayerAnalysisDashboard.jsx</code>	In-page deep-dive dashboard shown after a search	<ul style="list-style-type: none"> • Hero banner with player info, logos, threshold, AI recommendation and Poisson + Monte-Carlo probs. • Key-stats tiles, volatility tiles, expandable tables (all-season encounters, playoffs log, recent games). • Fetches extra games on demand, color-codes vs-threshold, and exposes <code>onAddToPicks</code>.
<code>PlayerAnalysisModal.jsx</code>	Full-screen modal version of the above dashboard	<ul style="list-style-type: none"> • Same data logic but scrolls inside a modal; close button, add-to-picks icon, expandable sections. • Accepts <code>playerData</code>, <code>onClose</code>, <code>onAddToPicks</code> props; fetches extra games lazily.
<code>PlayerAnalysisSearch.jsx</code>	Smart search bar that drives the analysis flow	<ul style="list-style-type: none"> • Handles player name + threshold inputs, keeps a <i>recent searches</i> dropdown in <code>localStorage</code>, shows helpful tips pane, and forwards calls via <code>onSearch</code>. • While back-end is working, displays <code>ChatGptThinking</code> loader.
<code>PlayerCard.jsx</code>	Simple summary card for list views	<ul style="list-style-type: none"> • Shows photo, team/opponent logos, ranks, next-game info—used in processed players & search suggestions.

<code>PlayerStatsModal.jsx</code>	Lightweight modal for viewing bet details from <i>Previous Bets</i>	<ul style="list-style-type: none"> • On mount, tries to hydrate from Firestore (<code>getProcessedPlayer</code>) for richer stats; falls back to passed prop. • Presents threshold, recommendation, timings, and (if available) season / last-5 / vs-opponent averages and actual result.
<code>AdvancedMetricsCard.jsx</code>	Shows eFG %, 3-pt shot share, FT-rate & splits	<ul style="list-style-type: none"> • Renders advanced metrics grid plus career-season table. • Includes an info call-out explaining each stat.
<code>ApiTest.jsx</code>	Connectivity checker for the Flask API	<ul style="list-style-type: none"> • Calls <code>testAPI()</code> on mount, shows ChatGptThinking loader until response, then prints success or error with a Retry button.
<code>BetConfirmation.jsx</code>	Post-submission modal summarizing a locked bet	<ul style="list-style-type: none"> • Displays platform logo, bet amount, potential winnings, and a scrollable list of selected picks; closes on Done or ✖.
<code>BetExplanationCard.jsx</code>	AI narrative block ("Why this bet?")	<ul style="list-style-type: none"> • Chooses up/down/warning icon & colors from recommendation, shows ChatGPT text plus Poisson & Monte-Carlo % s, with fallback No Recommendation state.
<code>BetSlip.jsx</code>	Full-screen wizard to assemble & confirm a wager	<ul style="list-style-type: none"> • Lets user pick platform, bet type, amount, choose which picks to include, and computes potential winnings; fires <code>onConfirm</code> with formatted picks.
<code>chatgpt-thinking.css</code>	Dot-pulse & logo-glow animation for loaders	<ul style="list-style-type: none"> • Defines <code>.chatgpt-thinking-dot</code> key-frames and <code>.logo-pulse</code> halo.
<code>ChatGptThinking.jsx</code>	Loader component that uses the above CSS	<ul style="list-style-type: none"> • Shows ChatGPT logo + 3 pulsing dots and optional status text.
<code>DailyPicks.jsx</code>	"Today's picks" & performance tracker panel	<ul style="list-style-type: none"> • If no picks: friendly empty state. • Otherwise lists each locked pick, game details, and a mini KPI row (count / winnings / bet amount).

`EditBetModal.jsx`

Modal to tweak an existing bet before settlement

- Lets user change amount, platform, bet type & which picks are included; recalculates winnings; validates at least one pick selected.

`AppLayout.jsx`

Shared top-level layout wrapping all main pages

- Renders persistent header with logo, earnings banner, warning banner, and nav links.
- Highlights active route via `NavLink` and routes: Dashboard, Processed Players, Previous Bets, Alerts.
- Loads user profile (earnings, name) from Firestore on mount and provides context to children.
- Handles sign-out / auth guard, redirecting unauthenticated users to `/`.

`MobileLayout.jsx`

Responsive shell that swaps between a desktop sidebar and a collapsible mobile drawer

- Navigation buttons now call `navigate()` (React Router) instead of toggling manual state; current route is highlighted.
- Sticky mobile header with hamburger/close icon toggles `sidebarOpen` state.
- Desktop: fixed 64-px-wide sidebar listing Dashboard, Processed Players, Previous Bets, Alerts.
- Mobile: full-height overlay that closes on outside click.
- Wraps `{children}` so any page can inherit the layout.

`MobileOptimizedDashboard.jsx`

All-in-one mobile dashboard workflow (pick list → search → stats)

- Shows Your Picks panel with lock-in, remove and live count (`picks.length / 6`).
- Responsive analysis form (player + threshold) and analyze button.
- Renders `PlayerCard`, `StatsCard`, `RecommendationCard`, last-5 games table, and Add to Picks CTA after a search.
- Uses props for all handlers so state lives one level up.

`MobilePlayerCard.jsx`

Compact player-info tile for small screens

- Displays photo (with fallback), name, team, position, team / opponent playoff ranks, and next-game info.
- Fully responsive flex layout that stacks on narrow widths.

ActiveBet.jsx

Expandable card summarizing an in-progress wager

- Lists each active bet; click header toggles expanded view via `expandedBets` state.
- Top bar shows Active Bet title, pulsing alert icon, and Edit / Cancel buttons (prop-driven).
- Expanded: two-column grid with bet metadata (amount, platform, status) and pick list; each pick clickable for deeper info.
- Color-codes pick status (Final = green, Live = yellow).

frontEnd/src/scripts/

File	Purpose in one glance	Key responsibilities / notable elements
<code>mobile-viewport.js</code>	Forces proper mobile scaling when the main app is loaded from <code>/public/mobile-viewport.html</code>	<ul style="list-style-type: none"> Immediately-invoked function checks whether a <code><meta name="viewport"></code> already exists; if not, it injects one with <code>initial-scale=1</code>, <code>maximum-scale=1</code>, and <code>user-scalable=no</code> to lock the zoom level.
<code>use-mobile-detector.js</code>	Lightweight React hook to tell components “are we on a phone?”	<ul style="list-style-type: none"> Keeps an <code>isMobile</code> state that is <code>true</code> when <code>window.innerWidth < 768 px</code>.• Listens for <code>resize</code> events so the flag updates dynamically if the user rotates or resizes the window.
<code>initDatabase.js</code>	One-time Firestore seeder for local/dev demos	<ul style="list-style-type: none"> When executed, creates a demo user <code>bryanram</code> (with a basic profile), admin site-wide stats, and an admin user list document if they don’t already exist.• Uses <code>serverTimestamp()</code> so created/last-login times are server-authoritative.
<code>migrateData.js</code>	Script to reorganize legacy user docs into the new schema	<ul style="list-style-type: none"> Reads the old flat user document, rolls <code>username/password/email</code> into a nested <code>profile</code> object, and writes it back via <code>updateDoc</code>.• Splits historic <code>bets</code> array into <code>activeBets</code> and month-bucketed <code>betHistory</code> sub-collections, transforming each bet to the new field names along the way.

frontEnd/src/services/

File	Purpose in one glance	Key responsibilities / notable elements
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<code>api.js</code>	Thin wrapper around your <i>Flask</i> back-end	<ul style="list-style-type: none"> • Single exported helper <code>analyzePlayer(playerName, threshold)</code> that POSTs to <code>/api/player</code>. • Cleans / type-casts the threshold, maps legacy field names (<code>nba_player_id</code> → <code>playerId</code>, etc.) and inserts fall-back images so the UI never breaks. • Ensures dates are ISO-formatted and provides default “Unknown Team/Opponent” strings when the back-end response is incomplete.
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<code>firebaseService.js</code>	Firestore data-access layer	Auth / profile helpers – <code>getUserByUsername</code> , <code>verifyUserPassword</code> , <code>getUserProfile</code> , <code>updateUserProfile</code> . Stats & picks – <code>updateUserStats</code> , <code>addUserPick</code> , <code>removeUserPick</code> , <code>getUserPicks</code> , <code>clearUserPicks</code> . Bet management – <code>createBet</code> , <code>getActiveBets</code> , <code>cancelActiveBet</code> , <code>updateActiveBet</code> , <code>getBetHistory</code> , <code>getAllBetHistory</code> . Schema utilities – <code>initializeDatabase</code> and <code>initializeUser</code> set up or migrate user docs to the new profile-first structure; <code>migrateData.js</code> relies on these. Processed players – <code>getProcessedPlayers</code> & <code>getProcessedPlayer</code> pull the shared analysis docs for dashboard views.
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functions/index.js – Firebase Cloud Functions triggers

Export	Fires when...	What it does
<code>onPlayerStatusChange</code>	A document under <code>processedPlayers/players/active/{docId}</code> is updated	<ul style="list-style-type: none"> • If the field <code>gameStatus</code> flips to “Concluded” the function moves that document into <code>processedPlayers/players/concluded/{docId}</code> and deletes it from <code>active</code>—keeping the two sub-collections mutually exclusive.
<code>onActiveBetWrite</code>	A user’s bet is written at <code>users/{userId}/activeBets/{betId}</code> (create / update / delete)	<ul style="list-style-type: none"> • When the bet is deleted or its <code>status</code> transitions to a terminal state (<code>Concluded</code>, <code>Completed</code>, <code>Won</code>, <code>Lost</code>) the pick is copied into <code>users/{userId}/betHistory/{betId}</code> with a <code>settledAt</code> server timestamp, then removed from <code>activeBets</code>.
<code>onUserPicksUpdate</code>	The top-level user doc <code>users/{userId}</code> is updated	<ul style="list-style-type: none"> • Compares the previous <code>picks</code> array to the new one; if any picks now have <code>gameStatus: “Concluded”</code> they’re filtered out so the array only contains still-live picks—preventing stale cards from showing up in the UI.

injury_report_fn/

File	Purpose in one glance	Key responsibilities / notable elements
<code>full_injury_report.py</code>	Deep PDF scraper that converts the NBA's official daily-injury PDF into clean JSON	<ul style="list-style-type: none"> • Re-creates the NBA's PDF URL based on the most recent "eastern-time" release window (reports drop 12 p.m./5 p.m./8 p.m. ET). • Downloads the PDF, opens it with <code>pdfplumber</code>, and uses explicit x-coordinates to pull a column-perfect table. • Normalizes team names, splits camel-cased headings, swaps "Lastname, Firstname" → "Firstname Lastname," and strips line-breaks from the <i>Reason</i> column. • Exposes two helpers: <ul style="list-style-type: none"> • <code>get_full_injury_report()</code> → <code>list ⊂ {gameDate, gameTime, team, player, status, reason}</code> for every entry. • <code>get_player_status(name)</code> → quick lookup returning <code>{status, reason}</code> (or "NOT YET SUBMITTED" if a team hasn't filed).
<code>main.py</code>	Cloud-Function handler that keeps Firestore documents in sync with real-time game status	<ul style="list-style-type: none"> • Utility <code>fetch_game_status()</code> hits <code>nba_api</code>'s <code>ScoreboardV2</code> & <code>BoxScoreTraditionalV2</code> to see whether a game has started, is live, or has finished—and, if finished, grabs the player's final points. • <code>check_active_players()</code> walks the <code>processedPlayers/players/active</code> collection; if <code>fetch_game_status()</code> returns new info, it calls <code>update_doc()</code> to patch the Firestore doc (e.g., set <code>"gameStatus": "Concluded"</code> and <code>"finalPoints": n</code>). • Stubs for <code>check_user_picks()</code> and <code>check_active_bets()</code> illustrate the same pattern for user bet docs. • <code>check_games_handler(request)</code> is the HTTP entry-point wired to Cloud Scheduler (runs every hour); it invokes <code>check_active_players()</code> and responds 200 OK or 500 on error.