Event Scheduling Flow - Complete Test Report

Date: November 8, 2025
App: TeamSync AI
Feature: AI Chat Agent Event Scheduling

Executive Summary

✅ **All automated tests passed (6/6)**
⚠️ **1 UX improvement needed:** Schedule page refresh after event creation

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Test Results

✅ Test 1: Event Creation with TeamId

Status: PASS
Verified:
- Events are created via `/api/events` POST endpoint
- `teamId` is required and properly validated
- User access to team is verified before creation
- Event is stored in database with correct teamId

Code References:
- API: `/app/api/events/route.ts` (line 66-100)
- Dialog: `/components/chat-action-handlers.tsx` (line 156-200)

✅ Test 2: Event Retrieval by TeamId

Status: PASS
Verified:
- API GET endpoint correctly fetches user's team memberships
- Events are filtered by user's team IDs
- Other teams' events are not visible
- Events include team information for display

Code References:
- API: `/app/api/events/route.ts` (line 7-57)
- Schedule Page: `/app/dashboard/schedule/page.tsx` (line 34-46)

✅ Test 3: Event Data Structure

Status: PASS
Verified:
- All required fields present:
- `id`, `title`, `type`, `startTime`, `endTime`
- `team.id`, `team.name`
- Optional: `description`, `location`
- Data format compatible with schedule page display
- Event types properly validated (PRACTICE, GAME, TOURNAMENT, MEETING, OTHER)

✅ Test 4: Event Filtering

Status: PASS
Verified:
- Upcoming vs Past event filtering works correctly
- Events sorted by start time (ascending for upcoming, descending for past)
- Filter tabs show correct counts

Code References:
- Schedule Page: `/app/dashboard/schedule/page.tsx` (line 59-69)

✅ Test 5: Team Isolation

Status: PASS
Verified:
- Users only see events for teams they belong to
- Events from other teams are properly isolated
- Multi-team members see events from all their teams

✅ Test 6: Event Type Validation

Status: PASS
Verified:
- Event types are validated against allowed values
- Each type has proper color coding in UI
- Types: PRACTICE (blue), GAME (green), TOURNAMENT (purple), MEETING (orange), OTHER (gray)

Code References:
- Schedule Page: `/app/dashboard/schedule/page.tsx` (line 48-57)

Current Database State

Total Events: 2
Events by Team:
- Thunder Strikers U12: 2 events

- Team Practice (PRACTICE) - Nov 9, 2025
- vs Eagles FC (GAME) - Nov 15, 2025

Data Flow Diagram

```
User interacts with AI Chat Agent
           ↓
Opens "Schedule Event" dialog
           ↓
Selects team from dropdown (teams fetched from /api/teams)
           ↓
Fills in event details (title, type, times, location)
           ↓
POST /api/events with teamId + event data
           ↓
API verifies user has access to selected team
           ↓
Event created in database with teamId
           ↓
EventDialog calls onEventCreated() callback
           ↓
router.refresh() called to refresh data
           ↓
⚠️ ISSUE: Schedule page not automatically refreshed
```

Issues Identified

⚠️ Issue 1: Schedule Page Refresh Gap

Severity: Medium (UX Issue)
Description:
When an event is created via the AI Chat Agent, `router.refresh()` is called, but this only refreshes the current page's server data. If the user is not currently on the schedule page, they won't see the new event until they manually navigate to the schedule page or refresh it.

Impact:
- User creates event via chat agent
- User navigates to schedule page
- ❌ New event not immediately visible (requires page refresh)
- Confusing user experience - appears event wasn't created

Current Code:

```
// chat-agent.tsx line 362-365
onEventCreated={() => {
  // Refresh the page to show updated events on dashboard
  router.refresh();
}}
```

Problem:
- `router.refresh()` only works for the current route

- Schedule page (`/dashboard/schedule`) doesn't refresh unless user is already there
- No mechanism to trigger refresh when user navigates to schedule page

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Recommended Improvements

Priority 1: Add Schedule Page Refresh Mechanism

Options:

Option A: Add manual refresh button (Quick fix)

- Add "Refresh" button to schedule page header
- Allows users to manually reload events after creation
- Minimal code changes

Option B: Auto-refresh on mount (Better UX)

- Remove dependency array from useEffect to refresh on every mount
- Events automatically fetch when navigating to page
- No user action required

Option C: Real-time updates (Best solution)

- Use SWR or React Query for data fetching
- Automatic revalidation on focus
- Optimistic updates after event creation

Recommendation: Implement Option B (auto-refresh) + Option A (manual refresh button)

Priority 2: Add Event Confirmation

- Show success toast with event details after creation
- Include link to schedule page in toast
- Provides immediate feedback and easy navigation

Priority 3: Add Event Management

- Edit event functionality
- Delete event functionality
- Bulk operations (cancel multiple events)

Priority 4: Add Event Notifications

- Email notifications for upcoming events
- In-app notifications
- Reminder system (24h before event)

Priority 5: Add Event Attendance

- Track player attendance
- Mark players as present/absent
- Attendance history and reports

Testing Checklist for Manual Verification

Pre-requisites

- [ ] Login as user: john@doe.com / password123
- [ ] Verify at least one team exists

Test Case 1: Create Event via AI Chat

1. [ ] Open dashboard
2. [ ] Expand AI Chat Agent at top
3. [ ] Click “Schedule Event” quick action
4. [ ] Select team from dropdown
5. [ ] Fill in event details:
   - Type: Practice
   - Title: “Test Practice”
   - Start time: Tomorrow at 3:00 PM
   - End time: Tomorrow at 5:00 PM
   - Location: “Main Field”
6. [ ] Click “Create Event”
7. [ ] Verify success toast appears
8. [ ] Navigate to Schedule page
9. [ ] **EXPECTED:** Event appears in upcoming events
10. [ ] **VERIFY:** Event shows correct team name, date, time, location

Test Case 2: Event Filtering

1. [ ] Navigate to Schedule page
2. [ ] Click “Upcoming” tab
3. [ ] **VERIFY:** Only future events shown
4. [ ] Click “All” tab
5. [ ] **VERIFY:** All events shown
6. [ ] Click “Past” tab
7. [ ] **VERIFY:** Only past events shown (if any)

Test Case 3: Team Isolation

1. [ ] Create event for Team A
2. [ ] Switch to user who is only member of Team B
3. [ ] Navigate to Schedule page
4. [ ] **VERIFY:** Team A’s event NOT visible
5. [ ] **VERIFY:** Only Team B’s events visible

Test Case 4: Multiple Event Types

1. [ ] Create events of each type:
   - [ ] PRACTICE (should be blue)
   - [ ] GAME (should be green)
   - [ ] TOURNAMENT (should be purple)
   - [ ] MEETING (should be orange)
2. [ ] **VERIFY:** Each event shows correct color badge

Conclusion

Overall Assessment: ✅ PASS with recommendations

The event scheduling feature is **functionally complete** and all data flows are working correctly:
- Events are properly created with teamId
- Events are correctly filtered by team membership
- Schedule page displays all necessary information
- Team isolation works as expected

Primary improvement needed:
- Add schedule page refresh mechanism to improve UX after event creation

Secondary improvements recommended:
- Event management (edit/delete)
- Event notifications
- Attendance tracking

Files Tested

1. `/app/api/events/route.ts` - Event API endpoints
2. `/components/chat-action-handlers.tsx` - Event dialog
3. `/components/chat-agent.tsx` - AI chat agent
4. `/app/dashboard/schedule/page.tsx` - Schedule display
5. `/prisma/schema.prisma` - Database schema

Test Author: AI PM
Test Environment: Development
Database: PostgreSQL
Framework: Next.js 14.2.28
