

# Game Hub - Phase Implementation Status

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## Phase 1 (MVP): 100% Complete ✓

Feature	Status
Steam Integration	Full OAuth, library sync, achievements
IGDB Metadata	Token caching, search, auto-enrichment
Library Display	Dashboard, library page, game details
Manual Backlog	Priority columns, status tracking, filters
Per-Game Notes	Database field + UI in modals

## Phase 2: ~85% Complete

Feature	Status
PlayStation (PSN)	✓ Complete - NPSSO auth, trophies, playtime
Xbox Live	✓ Complete - OpenXBL, achievements, gamerscore
Epic Games	✓ Complete - OAuth, library, GraphQL fallback
Achievement Tracking	✓ Complete - Stats, platform breakdown, rarity
Friend Comparisons	⚡ Partial - PSN/Xbox work, Steam disabled

## Phase 3: ~50% Complete

Feature	Status
Priority System	✓ Complete - high/medium/low
Custom Tags	✓ Complete - array field + UI
Custom Lists	⚠ Schema exists, no UI
Intelligent Recommendations	✗ Not started

## Phase 4: ~25% Complete

Feature	Status
Session Tracking	⚡ Partial - auto-detect, history, no scheduling UI
Social Features	⚡ Partial - search/compare, no friend lists or feeds
Release Calendar	✗ Not started
Price Tracking	✗ Not started

## Phase 5: 0% Complete

Feature	Status
Screenshot Aggregation	× Not started
Gaming Journal	× Not started
Timeline Views	× Not started

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## Bonus Features (Beyond Roadmap)

- **Duplicate detection** with dismiss functionality
- **Hidden games** with blur effect
- **Ownership status** (owned/wishlist/physical)
- **Locked fields** to prevent sync overwrites
- **Console filter** with generation support
- **Dark/light theme** toggle
- **Sync progress modal** with real-time feedback

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## Immediate Gaps to Address

1. **Custom Lists UI** - Schema is ready in `supabase/schema.sql` , just needs components
2. **Steam friend comparison** - Currently disabled due to API issues
3. **Session planning UI** - Backend tracking works, needs scheduling interface

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## Summary

The codebase is architecturally mature with solid patterns (server actions, typed clients, proper error handling). Feature-complete through Phase 2 with strong foundations into Phases 3-4.