

Leadership Platform - AI Code Review Package

Project Overview

A Next.js 14 + Supabase educational platform for high school leadership development featuring:

- **Student Dashboard:** Interactive learning with Socratic AI conversations
- **Teacher Dashboard:** Class management, student progress tracking, content review
- **3D World Building:** Students earn and place items in their virtual world
- **Gamified Learning:** 45-lesson curriculum across 4 phases

Live URL

<https://leadership-platform-flame.vercel.app/>

Tech Stack

- **Frontend:** Next.js 14, React 18, TypeScript, Tailwind CSS, Framer Motion
 - **Backend:** Supabase (PostgreSQL, Auth, RLS, Edge Functions)
 - **3D Graphics:** Three.js / React-Three-Fiber
 - **AI:** Anthropic Claude API (via Edge Functions)
-

REVIEW PROMPT FOR ChatGPT/Gemini

Copy this prompt along with the code files below:

PROMPT:

You are a senior software architect conducting a comprehensive code review for an educational platform. Please analyze the following codebase and provide:

1. FUNCTIONALITY VERIFICATION

- Does the student login flow work correctly?
- Is the task completion tracking (Do Now, Scenario, Challenge) properly implemented?
- Are Supabase queries efficient and correct?
- Is data properly persisted after user actions?

2. SECURITY AUDIT

- Are there any SQL injection vulnerabilities?
- Is Row Level Security (RLS) properly configured?
- Are API keys properly protected?
- Is authentication handled securely?
- Are there any XSS vulnerabilities?
- Is user input properly sanitized?

3. PERFORMANCE CONCERNS

- Are there unnecessary re-renders?
- Are database queries optimized?
- Is code splitting implemented correctly?
- Are there memory leaks in useEffect hooks?

4. CODE QUALITY

- Are TypeScript types properly used?
- Is error handling comprehensive?
- Are edge cases handled?
- Is the code maintainable and well-structured?

5. FEATURE SUGGESTIONS

Based on the educational context (high school leadership), suggest:

- Additional gamification features
- Enhanced AI interaction patterns
- Improved teacher analytics
- Student engagement features

6. CRITICAL ISSUES

List any bugs or issues that could cause the application to fail or behave unexpectedly.

KEY CODE FILES

File 1: Student Dashboard (src/app/student/page.tsx)

```

'use client'

import React, { useState } from 'react'
import { motion, AnimatePresence } from 'framer-motion'
import { LogOut, Wifi, WifiOff, Clock, Sparkles, Home, Users, Star,
Trophy, Lightbulb } from 'lucide-react'
import dynamic from 'next/dynamic'
import { useStudentData } from '../hooks/useStudentData'
import type { StudentTab } from '../types'
import HomeTab from '../tabs/HomeTab'
import WorldTab from '../tabs/WorldTab'
import CommonsTab from '../tabs/CommonsTab'
import DiscoverTab from '../tabs/DiscoverTab'
import ProgressTab from '../tabs/ProgressTab'

const SocraticModal = dynamic(() => import('@components/
SocraticModal'), { ssr: false })
const ChallengeSubmissionModal = dynamic(() => import('@components/
ChallengeSubmissionModal'), { ssr: false })
const GatewayChallenge = dynamic(() => import('@components/
GatewayChallenge'), { ssr: false })
const DailyUnmask = dynamic(() => import('@components/DailyUnmask'),
{ ssr: false })
const BrainstormAI = dynamic(() => import('@components/
BrainstormAI'), { ssr: false })

export default function StudentDashboard() {
  const {
    user, lesson, progress, world, helpRequests, teacherChallenges,
    discoveries, journalData, connectionMapData, placedItems,
inventoryItems,
    discoveredSecrets, gatewayComplete, dailyUnmaskData, studentSkills,
    loading, isOnline, error, loadData, handleLogout,
refreshHelpRequests,
    markTextAnchorComplete, markMediaComplete, updateWorld,
updateProgress
  } = useStudentData()

  const [activeTab, setActiveTab] = useState<StudentTab>('home')
  const [showWelcome, setShowWelcome] = useState(false)
  const [showDoNow, setShowDoNow] = useState(false)
  const [showExitTicket, setShowExitTicket] = useState(false)

```

```

const [showScenario, setShowScenario] = useState(false)
const [showChallenge, setShowChallenge] = useState(false)
const [showGateway, setShowGateway] = useState(false)
const [showBrainstorm, setShowBrainstorm] = useState(false)
const [showDailyUnmask, setShowDailyUnmask] = useState(false)

React.useEffect(() => {
  const shouldShowWelcome =
localStorage.getItem('leadership_show_welcome')
  if (shouldShowWelcome === 'true' && user?.name) {
    setShowWelcome(true)
    localStorage.removeItem('leadership_show_welcome')
  }
}, [user])

const addToInventory = async (itemType: string) => {
  if (!user?.id) return
  try {
    const res = await fetch('/api/inventory', {
      method: 'POST',
      headers: { 'Content-Type': 'application/json' },
      body: JSON.stringify({
        studentId: user.id,
        itemType,
        earnedFrom: 'lesson_completion',
        earnedDescription: `Completed ${lesson?.skill_name} ||
'activity'}`
      })
    })
    if (res.ok) loadData()
  } catch (e) {
    console.error('Failed to add inventory:', e)
  }
}

const onDoNowComplete = async () => {
  updateProgress({ do_now_complete: true, status: 'in_progress' })
  updateWorld({ flowers: (world?.flowers || 0) + 1 })
  await addToInventory('flower')
  setShowDoNow(false)
}

```

```

const onScenarioComplete = async () => {
  updateProgress({ scenario_complete: true })
  updateWorld({ trees: (world?.trees || 0) + 1 })
  await addToInventory('tree')
  setShowScenario(false)
  setShowChallenge(true)
}

if (loading) return <LoadingState />
if (error) return <ErrorState error={error} onRetry={loadData} />

return (
  <div className="min-h-screen bg-surface-950">
    {/* Header with connection status */}
    <header className="sticky top-0 z-40 glass-card">
      <div className="max-w-6xl mx-auto px-4 py-3 flex items-center justify-between">
        <div className="flex items-center gap-3">
          <motion.div className="text-3xl" animate={{ rotate: [0, 10, -10, 0] }}>🌱</motion.div>
          <div>
            <h1 className="font-bold text-surface-100">Leadership 2.0</h1>
            <p className="text-xs text-surface-500">Phase {lesson?.phase_id}</p>
          </div>
        </div>
        <div className={`flex items-center gap-1.5 px-2.5 py-1.5 rounded-lg text-xs ${isOnline ? 'bg-green-500/20 text-green-400' : 'bg-red-500/20 text-red-400'}`}>
          {isOnline ? <Wifi size={14} /> : <WifiOff size={14} />}
        </div>
      </div>
    </header>

    {/* Welcome Popup */}
    <AnimatePresence>
      {showWelcome && (
        <motion.div className="fixed inset-0 z-50 flex items-center justify-center bg-black/60">

```

```

        <motion.div className="bg-surface-800 rounded-2xl p-8 text-center">
            <div className="text-6xl mb-4">👋</div>
            <h2 className="text-2xl font-bold text-white mb-2">Hello {user?.name}!</h2>
            <p className="text-surface-400 mb-6">Welcome back to your leadership journey!</p>
            <button onClick={() => setShowWelcome(false)} className="btn-primary">
                Let's Go!
            </button>
        </motion.div>
    </motion.div>
  )}
</AnimatePresence>

  { /* Tab Navigation & Content */ }
  <main className="max-w-6xl mx-auto p-4">
    <TabNavigation activeTab={activeTab}
    setActiveTab={setActiveTab} />
    {activeTab === 'home' && (
      <HomeTab
        lesson={lesson} progress={progress}
        onDoNow={() => setShowDoNow(true)}
        onScenario={() => setShowScenario(true)}
        onChallenge={() => setShowChallenge(true)}
      />
    )}
    {activeTab === 'world' && <WorldTab />}
    {activeTab === 'commons' && <CommonsTab />}
    {activeTab === 'discover' && <DiscoverTab />}
    {activeTab === 'progress' && <ProgressTab />}
  </main>

  { /* Modals */ }
  {showDoNow && (
    <SocraticModal
      type="do_now"
      lesson={lesson}
      userId={user?.id}
      classId={user?.class_id}
      userName={user?.name}
    >

```

```

        onClose={() => setShowDoNow(false)}
        onComplete={onDoNowComplete}
      />
    )}
    {showScenario && (
      <SocraticModal
        type="scenario"
        lesson={lesson}
        userId={user?.id}
        classId={user?.class_id}
        userName={user?.name}
        onClose={() => setShowScenario(false)}
        onScenarioComplete={onScenarioComplete}
      />
    )}
  </div>
)
}

```


File 2: Socratic AI Modal (src/components/SocraticModal.tsx)

```

'use client'

import { useState, useRef, useEffect } from 'react'
import { motion } from 'framer-motion'
import { X, Send, Check } from 'lucide-react'
import { createClient } from '@lib/supabase/client'

interface SocraticModalProps {
  type: 'do_now' | 'scenario' | 'exit_ticket'
  lesson: LessonData | null
  userId: string | undefined
  classId: string | undefined
  userName: string | undefined
  onClose: () => void
  onComplete?: () => void
  onScenarioComplete?: (challengePlan: string) => void
}

export default function SocraticModal({
  type, lesson, userId, classId, userName, onClose, onComplete,
  onScenarioComplete
}: SocraticModalProps) {
  const [messages, setMessages] = useState<Array<{ role: 'assistant' |
'user', content: string }>>([])
  const [input, setInput] = useState('')
  const [loading, setLoading] = useState(false)
  const [complete, setComplete] = useState(false)
  const [responseCount, setResponseCount] = useState(0)
  const supabase = createClient()

  const MIN_RESPONSES = 5 // Minimum exchanges required

  useEffect(() => {
    let greeting = ''
    if (type === 'do_now') {
      greeting = `Hey <span class="math-inline" style="display:
inline;"><math xmlns="http://www.w3.org/1998/Math/MathML"
display="inline"><mrow><mrow><mi>u</mi><mi>s</mi><mi>e</mi><mi>r</
mi><mi>N</mi><mi>a</mi><mi>m</mi><mi>e</mi><mo
stretchy="false">&#x0007C;</mo><msup><mo stretchy="false">&#x0007C;</
mo><mi>&#x02032;</mi></msup><mi>t</mi><mi>h</mi><mi>e</mi><mi>r</
mi><msup><mi>e</mi><mi>&#x02032;</mi></msup></mrow><mo>&#x00021;</

```

```

mo><mi>R</mi><mi>e</mi><mi>a</mi><mi>d</mi><mi>y</mi><mi>t</mi><mi>o</mi><mi>w</mi><mi>a</mi><mi>r</mi><mi>m</mi><mi>u</mi><mi>p</mi><mi>t</mi><mi>h</mi><mi>a</mi><mi>t</mi><mi>b</mi><mi>r</mi><mi>a</mi><mi>i</mi><mi>n</mi><mo>&#x0003F;</mo><mi>\n</mi><mi>\n</mi><mo>&#x0002A;</mo><mo>&#x0002A;</mo><mi>"</mi></mrow></math></span>{lesson?.compelling_question}***\n\nWhat comes to mind first?`
    } else if (type === 'scenario') {
      greeting = `Time to put $
{lesson?.skill_name} into practice. I'll push back and make you think.
Ready?`
    } else {
      greeting = `Let's wrap up today's learning about $
{lesson?.skill_name}. What stuck with you?`
    }
    setMessages([ { role: 'assistant', content: greeting } ])
  }, [type, lesson])

const sendMessage = async () => {
  if (!input.trim() || loading) return

  // Enforce minimum word count for quality responses
  if (input.trim().split(' ').length < 3 && responseCount <
MIN_RESPONSES) {
    setMessages(prev => [...prev,
      { role: 'user', content: input.trim() },
      { role: 'assistant', content: "Give me at least a full
sentence. What are you really thinking?" }
    ])
    setInput('')
    return
  }

  const userMessage = input.trim()
  setInput('')
  setMessages(prev => [...prev, { role: 'user', content:
userMessage } ])
  setLoading(true)
  setResponseCount(prev => prev + 1)

  try {
    const response = await fetch('/api/ai/socratic', {
      method: 'POST',

```

```

        headers: { 'Content-Type': 'application/json' },
        body: JSON.stringify({
            type, lesson_id: lesson?.id, student_id: userId, class_id:
classId,
            conversation_history: messages, user_message: userMessage,
            lesson_context: lesson, response_count: responseCount + 1,
min_responses: MIN_RESPONSES
        })
    })

    const data = await response.json()

    if (data.crisis_detected) {
        setMessages(prev => [...prev, { role: 'assistant', content:
data.message }])
        return
    }

    setMessages(prev => [...prev, { role: 'assistant', content:
data.message }])

    if (data.should_complete && responseCount >= MIN_RESPONSES - 1) {
        setComplete(true)

        // Save session to appropriate table
        const tableName = type === 'do_now' ? 'do_now_sessions' :
            type === 'exit_ticket' ?
'exit_ticket_sessions' : 'scenario_sessions'

        await supabase.from(tableName).insert({
            student_id: userId, lesson_id: lesson?.id, class_id: classId,
            conversation: [...messages, { role: 'user', content:
userMessage }, { role: 'assistant', content: data.message }],
            response_count: responseCount + 1,
            completed_at: new Date().toISOString(),
            ...(type !== 'scenario' ? { date: new
Date().toISOString().split('T')[0] } : {})
        })
    }
} catch (error) {
    console.error('Error:', error)
    setMessages(prev => [...prev, { role: 'assistant', content:

```

```

'Connection issue. Try again.' ]])
    } finally {
        setLoading(false)
    }
}

return (
    <motion.div className="fixed inset-0 z-50 flex items-center
justify-center bg-black/60 p-4">
        <div className="bg-surface-800 rounded-2xl w-full max-w-2xl max-
h-[85vh] flex flex-col">
            <header className="flex items-center justify-between p-4
border-b border-surface-700">
                <h2 className="font-bold text-lg">
                    {type === 'do_now' ? 'Do Now' : type === 'scenario' ?
'Real-Life Scenario' : 'Exit Ticket'}
                </h2>
                <button onClick={onClose}><X /></button>
            </header>

            <div className="flex-1 overflow-y-auto p-4 space-y-4">
                {messages.map((msg, i) => (
                    <div key={i} className={`flex ${msg.role === 'user' ?
'justify-end' : 'justify-start'}`}>
                        <div className={`max-w-[80%] rounded-xl p-3 ${
msg.role === 'user' ? 'bg-primary-600 text-white' :
'bg-surface-700 text-surface-100'
                        }`}>
                            {msg.content}
                        </div>
                    </div>
                ))}
            </div>

            {!complete ? (
                <div className="p-4 border-t border-surface-700 flex gap-2">
                    <input
                        value={input}
                        onChange={(e) => setInput(e.target.value)}
                        onKeyDown={(e) => e.key === 'Enter' && sendMessage()}
                        placeholder="Type your response..."
                        className="flex-1 bg-surface-700 rounded-xl px-4 py-2"
                    >

```

```

        />
        <button onClick={sendMessage} disabled={loading}
className="btn-primary">
            <Send size={18} />
        </button>
    </div>
) : (
    <div className="p-4 text-center">
        <button onClick={() => onComplete?.()} className="btn-
primary">
            <Check size={18} /> Complete & Earn Reward
        </button>
    </div>
    )}
</div>
</motion.div>
)
}

```

File 3: Teacher Dashboard (src/app/teacher/page.tsx) - Key Sections

```

'use client'

import { useEffect, useState } from 'react'
import { createClient } from '@lib/supabase/client'
import { useRouter } from 'next/navigation'

export default function TeacherDashboard() {
  const [user, setUser] = useState<any>(null)
  const [classes, setClasses] = useState<ClassData[]>([])
  const [selectedClass, setSelectedClass] = useState<ClassData | null>(null)
  const [students, setStudents] = useState<StudentData[]>([])
  const [pendingReviews, setPendingReviews] =
    useState<SubmissionData[]>([])
  const [crisisAlerts, setCrisisAlerts] = useState<CrisisAlert[]>([])
  const [activeTab, setActiveTab] = useState<'overview' | 'reviews' | 'students' | 'curriculum' | 'donow' | 'conversations' | 'worlds' | 'metrics' | 'alerts' | 'settings'>('overview')

  const router = useRouter()
  const supabase = createClient()

  useEffect(() => {
    loadInitialData()
  }, [])

  const loadInitialData = async () => {
    const { data: { user: authUser } } = await supabase.auth.getUser()
    if (!authUser) { router.push('/'); return }

    const { data: userData } = await supabase
      .from('users').select('*').eq('id', authUser.id).single()

    if (!userData || userData.role !== 'teacher') { router.push('/'); return }
    setUser(userData)

    const { data: classesData } = await supabase
      .from('classes').select('*').eq('teacher_id', authUser.id).order('name')

    if (classesData?.length) {

```



```

        setClasses(classesData)
        setSelectedClass(classesData[0])
    }
}

// 10 Tabs: overview, reviews, students, curriculum, donow,
conversations, worlds, metrics, alerts, settings
// Each tab fetches and displays relevant Supabase data

return (
  <div className="min-h-screen bg-surface-950">
    <header>{/* Teacher header with class selector */</header>
    <nav>{/* Tab navigation for 10 dashboard sections */</nav>
    <main>
      {activeTab === 'overview' && <OverviewSection />}
      {activeTab === 'curriculum' && <CurriculumSection />}
      {activeTab === 'conversations' && <AIConversationsSection />}
      {activeTab === 'worlds' && <StudentWorldsSection />}
      {/* ... other tabs */}
    </main>
  </div>
)
}

```

DATABASE SCHEMA (Key Tables)

```

-- Users (students and teachers)
CREATE TABLE users (
  id UUID PRIMARY KEY REFERENCES auth.users,
  email TEXT UNIQUE,
  name TEXT,
  role TEXT CHECK (role IN ('student', 'teacher')),
  class_id UUID REFERENCES classes(id),
  password_hash TEXT,
  created_at TIMESTAMPTZ DEFAULT NOW()
);

-- Classes
CREATE TABLE classes (
  id UUID PRIMARY KEY DEFAULT gen_random_uuid(),
  name TEXT NOT NULL,
  code TEXT UNIQUE NOT NULL,
  teacher_id UUID REFERENCES users(id),
  current_lesson_id INTEGER DEFAULT 1,
  created_at TIMESTAMPTZ DEFAULT NOW()
);

-- Lessons (45 total curriculum)
CREATE TABLE lessons (
  id INTEGER PRIMARY KEY,
  phase_id INTEGER,
  class_number INTEGER,
  skill_name TEXT,
  compelling_question TEXT,
  lesson_objective TEXT,
  text_anchor_title TEXT,
  media_url TEXT
);

-- Do Now Sessions (Socratic conversations)
CREATE TABLE do_now_sessions (
  id UUID PRIMARY KEY DEFAULT gen_random_uuid(),
  student_id UUID REFERENCES users(id),
  lesson_id INTEGER REFERENCES lessons(id),
  class_id UUID REFERENCES classes(id),
  conversation JSONB,
  response_count INTEGER,
  date DATE,

```

```
    completed_at TIMESTAMPTZ
);

-- Student Progress
CREATE TABLE student_lessons (
    id UUID PRIMARY KEY DEFAULT gen_random_uuid(),
    student_id UUID REFERENCES users(id),
    lesson_id INTEGER REFERENCES lessons(id),
    do_now_complete BOOLEAN DEFAULT FALSE,
    scenario_complete BOOLEAN DEFAULT FALSE,
    challenge_complete BOOLEAN DEFAULT FALSE,
    status TEXT DEFAULT 'not_started'
);

-- Student Inventory (earned items)
CREATE TABLE student_inventory (
    id UUID PRIMARY KEY DEFAULT gen_random_uuid(),
    student_id UUID REFERENCES users(id),
    item_type TEXT,
    earned_from TEXT,
    created_at TIMESTAMPTZ DEFAULT NOW()
);

-- World Placements (3D world building)
CREATE TABLE world_placements (
    id UUID PRIMARY KEY DEFAULT gen_random_uuid(),
    student_id UUID REFERENCES users(id),
    item_type TEXT,
    x FLOAT, y FLOAT, z FLOAT,
    created_at TIMESTAMPTZ DEFAULT NOW()
);
```

RLS POLICIES

```
-- Students can only see/modify their own data
CREATE POLICY "Students own data" ON users FOR ALL USING (auth.uid() =
id);

-- Teachers can insert their own classes
CREATE POLICY "Teachers insert classes" ON classes FOR INSERT WITH
CHECK (auth.uid() = teacher_id);

-- Teachers can read students in their classes
CREATE POLICY "Teachers read students" ON users FOR SELECT
USING (role = 'student' AND class_id IN (SELECT id FROM classes WHERE
teacher_id = auth.uid()));
```

QUESTIONS FOR REVIEWER

1. Is the minimum response count (5) for Socratic conversations appropriate for educational engagement?
2. Are there any race conditions in the inventory/progress update flow?
3. Is the crisis detection in AI responses adequate for student safety?
4. Should we add more granular RLS policies for multi-tenant isolation?
5. What additional analytics would help teachers understand student engagement?

Please provide a detailed assessment covering all sections above.