**TechStack**

1. **R**eact+Vite for frontend
2. **P**ostgres for RDBMS
3. **F**lask for backend

**Pages**

1. Landing page: (for both Admin/Owner) (POST for log in)

**Buttons:**

* Log in as Owner
* Log in as Admin

**Pages specific to Admin** **If (Admin-successful log in)**

1. Admin Home:

**Buttons:**

* Start a new Auction
* View Previous Auction
* Configure Players

1. View Previous Auction (GET)

(fetch data from backend stored in Autions table)

**Buttons:** (each record in this Auction table will be provided one view button which will render a component specifically designed for Showing this particular Auction detail)

1. Configure players: (GET & PUT)

Only for admins: Render a component having table which is fetched from Players table from backend

**Buttons:**

Each record in this table is provided with edit option which opens a form where player details can be changed and saved.

1. Start a new Auction:

AuctionID: ex: 1001

Only one field at first before clicking on : Select player pool size: n (Input integer ex: n=21)

Show a Table showing**: Owners joined** (fetching values from WebSocketIO as soon as any owner Joins the particular auction) Show Green Tickmark on owners joined and Red Cross on whoever else is not joined

This table of Owners Joined should have 3 owners, OwnerName: Owner1,Owner2,Owner3, Joining Status: cross,cross,cross. (by default) make it tick as soon as the respective owner joins.

**Buttons:**

* **Select** (to fix pool size) when clicked, render a component below having randomly selected n players from table
* **Send Invite** (send invite to owners) (on owner’s side, there is a Live Auction button. When clicked, show this particular auction, like AuctionID 41)
* **Start:** when clicked,go to /LiveAuction and start Auction with all joined owners (most 3) after count down of 10 seconds
* **Discard:** discard this auction

1. Auction started: (After making a count down on all screens, all owners and admin too)

All of them will see one common component and But admin can still see a **Discard** button (Stops the particular Auction can discard current auction progress) and now a **Declare** button (Quickly declare result irrespective to pool size) as well.

The Common component:

* For every player on the screen one by one:
* Status of Auction (Running/Paused/Discarded)
* Show player detail and Slab detail particular to player
* Show Highest bidder owner and Highest bid
* There is a reverse countdown of 10 seconds at start and 7 seconds after any valid bid is made

The Admin special component:

* Show which owner has claimed this particular player and make a card list of players claimed by Owner1, Owner2 and Owner3 respectively
* Discard button
* Pause button (stops the timer and switch status as PAUSED)

After all pool players have been either SOLD(some owner have bought the player)/BOUGHT(this.owner has bought the player)/GONE(Nobody bought the player, player is discarded from the auction) Show that Auction completed and Ask user to go and check View Auctions button on their Home screen respectively (only not when the auction has been discarded (when discarded, show every owner that the auction has been discarded and sorry for inconvenience))

The Owner special component:

* Set Bid: