

ISSUE1: Points still not showing on leaderboard for aiPlayers


ISSUE2: Major issue – Sam(K) leaderboard shows 147 points immediately after gameplay is over then updates to 111 points. Why are there two different calculation methods being applied?

LeaderboardPanel.tsx:154 🎯 Rendering Decision Desk entry: Sam(K) totalScore: 147 avgSixCs: 0 sessionsPlayed: 0

GameLeaderboardService.ts is only calculating points for Sam(K), not aiPlayers

Log: \pathfinity-app\docs\localhost-1761143069498.log


localhost:3000/executive-decision/room/98741e7f-3045-4edc-add0-8d0d414bc842

**Phone Friends**
A phone company that helps people talk and send messages to each other

Leave Room

Chat (0)

Leader



Challenge Complete!

Digital Learning Platform Faces Low Engagement from Students

111
Total Score

3/5
Perfect Picks


3.7
Leadership Score

#3
Room Rank

You chose **CTO** to handle this **crisis** scenario. The optimal choice was **CMO**.

Overview


Leadership

**Score Breakdown**

Base Score:	80
Lens Multiplier:	x0.90
Speed Bonus:	+39
Total Score:	111

Noob
Skill Rank

Leadership Position
#3

 **Solution Analysis**

Room Leaderboard

#1 Grace M.
0 pts

#2 Jackson D.
0 pts

#3 Layla Q.
0 pts

#4 James T.
0 pts

#5 Leo V.
0 pts

#6 Sam(K) (You)
111 pts

6 players ranked