

CWL Current Workflow Documentation

Last Updated: December 24, 2025

Purpose: Accurate documentation of the current CWL planning workflow, including screenshots and identified pain points, to establish a foundation for planning improvements.

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Overview

The current CWL planning system consists of three main pages:

1. **Season Overview** (`/new/war/cwl`) - View opponents and roster status
2. **Season Roster** (`/new/war/cwl/roster`) - Select eligible players for the week
3. **Day Planner** (`/new/war/cwl/day/[day]`) - Plan daily lineups

Key Limitation: The system is a **planning layer only** - it does not sync with in-game CWL rosters. All data must be manually entered and maintained.

Workflow Steps

Step 1: Season Overview (`/new/war/cwl`)

Purpose: View the 7-day CWL season, see opponent clans, and access daily planners.

What You See:

- Season metadata (hardcoded: "CWL 2025-07", "Master III (mock)", "15v15")
- Roster status card showing "X / 15" selected players
- Opponents table with 7 rows (Day 1-7)
- Quick action buttons

Screenshot: cwl-01-season-overview.png

Current Flow:

1. Page Loads:

- Uses `sampleSeasonSummary` from `cwl-data.ts` (hardcoded client-side)
- Tries to read opponents from `localStorage` (key:
`cwl_opponents_cache_${seasonId}_${warSize}`)
- Fetches opponents from Supabase via `GET /api/cwl/oppoents`
- Fetches saved lineups via `GET /api/cwl/lineup` to mark days with saved lineups
- Fetches eligible roster via `GET /api/cwl/eligible` to show "Selected / warSize"

2. Edit Opponents:

- o Click "Edit opponents" button
- o If no rows loaded, first calls `/api/cwl/opponents` to hydrate rows
- o Each day row becomes editable with tag input (must be valid `#TAG` format)
- o On "Save opponents":
 - Normalizes all tags
 - Calls `/api/war/oppoent?opponentTag=TAG` per row to fetch clan names
 - POSTs to `/api/cwl/opponents` with `thDistribution: null, rosterSnapshot: null, fetchedAt: null` (only tag + name stored)
 - Re-fetches opponents and caches in localStorage

Screenshot: cwl-02-edit-opponents.png

3. Open Day Planner:

- o "Open planner" button appears only when tag is present (or saved)
- o Routes to `/new/war/cwl/day/[day]`

4. Copy Full-Week AI Export:

- o Button fetches each opponent via `opponent?opponentTag=...&enrich=50` (only if all 7 tags are valid)
- o Pulls our roster via `useRosterData()` (from `/api/v2/roster`) and filters by `eligibleSet`
- o Copies JSON payload (roster + opponents) to clipboard
- o **Client-side only** - no server storage

Key Issues:

- Season summary is mocked; league, warSize, season label are not pulled from DB
- Opponent "status" in table is UI-derived: if a lineup exists for that day, status shows "Lineup saved" even if opponent roster isn't loaded
- No validation that all 7 opponents are set before allowing day planners to open

Step 2: Season Roster (`/new/war/cwl/roster`)

Purpose: Select which players are eligible for the entire CWL week (the pool from which daily lineups are chosen).

What You See:

- Status card showing selected count and lock status
- Season info card (hardcoded)
- Guidance card with instructions
- Large table of all clan members with checkboxes

Screenshot: cwl-03-season-roster.png

Current Flow:

1. Page Loads:

- o Uses `useRosterData()` to pull current roster
- o If roster exists:
 - Builds `computedRoster` entries with `name, tag, TH, heroPower, reliability`

- `heroPower = bk+aq+gw+rc+mp`
- `reliability = Activity {activityScore}` if present
- If roster is empty, falls back to `sampleRoster` (from `cwl-data.ts`)

2. Initial Selection Behavior:

- On first load after eligible roster hydration:
 - If no saved eligible roster and selection is empty, **auto-selects the first warSize players from sortedRoster**
 - `sortedRoster` is sorted **alphabetically**, not by TH or power
 - This auto-selection happens silently without user notification

3. Selecting Players:

- Checkboxes add/remove tags to `selected` Set
- "Select all" checkbox selects/deselects all players
- No enforcement of exactly `warSize` at selection time
- Can select more or fewer than 15

4. Save Season Roster:

- POSTs to `/api/cwl/eligible` with tags + basic metadata
- API writes to Supabase `cwl_eligible_members` (replace strategy: delete then insert)
- **Important:** The save payload includes `heroLevels`, but the roster rows created in this page don't include hero level objects, so `heroLevels` ends up `null` unless roster members have a `.heroes` property (which they don't in this UI)

5. Lock Toggle:

- "Lock" toggles a **local boolean only**
- **Does NOT persist to DB**
- Note says "Lock is local only for now; wiring to backend later"

Key Issues:

- Auto-selection of first 15 players (alphabetically) is confusing - users may not realize this happened
- No enforcement of exactly `warSize` at save time - can save more or fewer
- Sorting is alphabetical, not by strength/TH - makes it hard to find top players
- Lock functionality is misleading (doesn't actually lock anything)
- Hero levels not properly saved (payload includes them but they're null)

Step 3: Day Planner (`/new/war/cwl/day/[day]`)

Purpose: Plan the daily lineup for a specific CWL war day - select which 15 players will play and optionally mark opponent lineup.

What You See:

- Day header with opponent name
- Opponent summary card (TH distribution, strength note)
- "Select our players" section with checkbox list
- "Select opponent players" section
- "Lineup order" drag-and-drop area (15 slots)
- "Opponent lineup" drag-and-drop area (15 slots)

- AI export buttons

Screenshot: cwl-04-day-planner.png

Current Flow:

1. Page Loads:

- Tries to restore cached lineup from `localStorage` (key: `cwl_lineup_cache_${seasonId}_${warSize}_${dayIndex}`)
- Fetches opponents via `/api/cwl/opponents` (Supabase) and finds the row for the day
- Fetches eligible roster via `/api/cwl/eligible` to build the eligible pool
- Fetches lineup via `/api/cwl/lineup?dayIndex=...` and sets `lineupOrder` + `opponentOrder` from stored data

2. Roster Source + Filtering:

- If roster is still loading, shows nothing (avoids sample fallback)
- Once roster loads:
 - Builds `computedRoster` from current roster members
 - Then filters to `eligiblePool` if it exists
 - If no roster members exist, falls back to `sampleRoster`

3. Opponent Roster:

- Automatically calls `opponent?opponentTag=...&enrich=50` on load (if tag is valid)
- `thDistribution` is derived from enriched top-N members (default 12, capped at 50)
- **Not the entire clan** unless fully enriched
- Opponent summary includes static text `sampleOpponentStrengthNote` (does not compute strength)

4. Suggested Players:

- `suggested = computedRoster.slice(0, warSize)` (**alphabetical list**)
- There is a "Suggested" badge in the selection list, but it's **not based on TH/heroPower**
- Just shows first 15 alphabetically

5. Selecting "Our Lineup":

- Checkbox list adds/removes tags to `lineupOrder` (same array drives selection + order)
- Status shows "too few / too many / ready" but **no server validation**
- Can select more or fewer than 15

6. Opponent Selection:

- Opponent player checkboxes toggle `opponentOrder`
- "Suggest top {warSize}" uses `readinessScore` (only present for enriched players)

7. Lineup Ordering:

- Drag-and-drop (hello-pangea/dnd) reorders `lineupOrder` and `opponentOrder`
- The "Lineup order" pane shows `warSize` slots; missing items show placeholders
- Must manually drag players to set order

8. Save:

- "Save lineup" POSTs to `/api/cwl/lineup` (Supabase `cwl_day_lineups`)
- **No enforcement of exact size** - UI warnings only

- o Can save with 0, 10, 20, etc. players

9. AI Export:

- o "Copy for AI" copies: Our roster (eligible filtered) + opponent data + thDistribution
- o "Copy matchup prompt" includes the selected lineups (ours + opponent)

10. Caching:

- o Lineup + opponent order are cached in `localStorage` per day

Key Issues:

- Suggested players are alphabetical, not strength-based
 - No enforcement of exactly 15 players - can save invalid lineups
 - Opponent TH distribution only uses enriched members (top 12-50), not full clan
 - Opponent strength is placeholder text, not computed
 - Must manually drag-and-drop to set order (no "auto-order by TH" button)
 - No visual indication of which players have already played in previous days
 - Fairness hint is generic text, not personalized to actual player participation
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Technical Implementation Details

Data Model

Supabase Tables:

- `cwl_seasons` (created on demand)
- `cwl_opponents` (stores opponent tags/names per day)
- `cwl_eligible_members` (stores season roster)
- `cwl_day_lineups` (stores daily lineups)
- `cwl_day_results` (exists but UI doesn't use it)

API Routes

- `/api/cwl/eligible` - Manages eligible season roster (`route.ts`)
- `/api/cwl/opponents` - Manages opponent tags/names by day (`route.ts`)
- `/api/cwl/lineup` - Manages day lineups (`route.ts`)
- `/api/cwl/season` - **Exists but UI doesn't use it** (`route.ts`)
- `/api/cwl/result` - **Exists but UI doesn't use it** (`route.ts`)
- `/api/war/opponent` - Fetches live opponent clan data and partial enrichment (`route.ts`)

Global Assumptions + Defaults

- Season metadata is **hardcoded client-side** from `sampleSeasonSummary` (`seasonId 2025-07`, `warSize 15`, `league "Master III (mock)"`) in `cwl-data.ts`
- Backend endpoints default to `seasonId=2025-07` and `warSize=15` if not supplied; they use `cfg.homeClanTag` for the clan
- There is **no in-game CWL roster sync** - the system is a planning layer only

Data Flow Issues

- 1. Season Data:** UI uses mock data instead of calling `/api/cwl/season`
- 2. Opponent Status:** Derived from lineup existence, not actual opponent data loading
- 3. Hero Levels:** Saved as null because roster members don't have `.heroes` property

4. **Suggested Players:** Alphabetical, not strength-based
 5. **TH Distribution:** Only uses enriched members (top 12-50), not full clan roster
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Pain Points & UX Issues

Critical Issues

1. **No Season Data Integration**
 - Season label, league, and war size are hardcoded
 - Cannot handle multiple seasons or different war sizes
 - `/api/cwl/season` exists but is never called
2. **Misleading Auto-Selection**
 - Season roster page auto-selects first 15 players alphabetically
 - No notification that this happened
 - Users may not realize their roster was pre-selected
3. **No Validation**
 - Can save season roster with any number of players (0, 5, 20, 30)
 - Can save daily lineup with any number of players
 - Only UI warnings, no enforcement
4. **Alphabetical Sorting**
 - Season roster sorted alphabetically, not by strength
 - Suggested players are alphabetical, not TH/hero-power based
 - Makes it hard to find top players
5. **Opponent Data Incomplete**
 - TH distribution only uses enriched members (top 12-50)
 - Opponent strength is placeholder text, not computed
 - No way to see full opponent roster
6. **Lock Doesn't Work**
 - "Lock" button is local-only, doesn't persist
 - Misleading to users who think it's actually locked

UX Flow Issues

1. **No Clear Entry Point**
 - Unclear whether to set roster first or opponents first
 - No onboarding or guided flow
2. **Disconnected Pages**
 - Each page feels isolated
 - No clear indication of progress through the workflow
 - No "next step" guidance
3. **Manual Data Entry**
 - Must manually enter all 7 opponent tags

- No bulk import or copy-paste
- No validation that tags are correct

4. Drag-and-Drop Required

- Must manually drag players to set lineup order
- No "auto-order by TH" or "auto-order by hero power" option
- Time-consuming for 15 players

5. No Fairness Tracking

- Fairness hint is generic text
- No visual indication of who has played how many days
- No automatic suggestions based on participation

6. Confusing Status Indicators

- "Lineup saved" appears even if opponent roster isn't loaded
- Status doesn't clearly indicate what's actually ready

7. No Results Integration

- `/api/cwl/result` exists but UI doesn't use it
- Cannot track actual war results
- Cannot compare planned vs actual lineups

Technical Debt

1. Mock Data Everywhere

- `sampleSeasonSummary` , `sampleOpponents` , `sampleRoster` used as fallbacks
- Makes it unclear what's real vs mock data

2. localStorage Caching

- Heavy reliance on localStorage for caching
- Can get out of sync with server data
- No cache invalidation strategy

3. Missing Hero Data

- Hero levels not properly saved
- Payload includes them but they're null

4. Unused Endpoints

- `/api/cwl/season` and `/api/cwl/result` exist but aren't used
- Suggests incomplete implementation

Screenshots

Screenshot 1: Season Overview

CWL Season Overview

Stay on top of the 7 CWL war days: opponents, roster status, and quick links.

Manage season roster

Season		Roster status		Quick actions
Label	CWL 2025-07	Selected	20 / 15	Set season roster
League	Master III (mock)	Lock	Not locked	Copy full-week AI export
War size	15v15	Open roster		

Opponents (Day 1–7)

DAY	OPPONENT	TAG	STATUS	ACTIONS
Day 1	Azulis	#2GVQY00CC	Lineup saved	Open planner
Day 2	TM[wasted]	#2GPJRYRRV	Lineup saved	Open planner
Day 3	king	#VVLR0C9L	Lineup saved	Open planner
Day 4	Медведь	#9VURJJGR	Lineup saved	Open planner
Day 5	unorthodox	#2QJ8RQ9V8	Lineup saved	Open planner
Day 6	OppS Elite	#8LJ228G0	Lineup saved	Open planner
Day 7	★PoWeR GiRI★	#JURQVPCJ	Lineup saved	Open planner

Edit opponents

Enter all 7 opponent tags once per season. Names will refresh from the API after the tag is saved.

What it shows:

- Season metadata (hardcoded)
- Roster status (20/15 selected - over-selected)
- Opponents table with all 7 days
- Each day shows "Lineup saved" status

Screenshot 2: Edit Opponents

The screenshot shows the 'CWL Season Overview' page. On the left, there's a sidebar with sections like 'Dashboard', 'Players', 'Roster', 'Assess', 'Database', 'Search', 'War' (selected), 'Planning', 'Active War', 'Analytics', 'Results', 'War Performance', 'Capital Raids', 'Member Performance', 'Leadership', and 'Settings'. The main area has a title 'CWL Season Overview' and a subtitle 'Stay on top of the 7 CWL war days: opponents, roster status, and quick links.' It includes three cards: 'Season' (Label: CWL 2025-07, League: Master III (mock), War size: 15v15), 'Roster status' (Selected: 20 / 15, Lock: Not locked, Open roster button), and 'Quick actions' (Set season roster, Copy full-week AI export). Below these is a table for 'Opponents (Day 1-7)' with columns: DAY, OPPONENT, TAG, STATUS, and ACTIONS. The table rows are:

DAY	OPPONENT	TAG	STATUS	ACTIONS
Day 1	Azulis	#2GVQY00CC	Lineup saved	Save to enable
Day 2	TM[wasted]	#2GPJRYRRV	Lineup saved	Save to enable
Day 3	king	#VVLR0C9L	Lineup saved	Save to enable
Day 4	Медвед	#9VURJJGR	Lineup saved	Save to enable
Day 5	unorthodox	#2QJ8RQ9V8	Lineup saved	Save to enable
Day 6	OppS Elite	#8LJ228G0	Lineup saved	Save to enable
Day 7	★PoWeR GIRI★	#JURQVPCJ	Lineup saved	Save to enable

Buttons at the bottom are 'Save opponents' and 'Cancel'. A note says 'Enter all 7 opponent tags once per season. Names will refresh from the API after the tag is saved.'

What it shows:

- Editable tag inputs for each day
- "Save opponents" and "Cancel" buttons
- Instruction text about entering tags

Screenshot 3: Season Roster

CWL Season Roster

Pick all accounts eligible for the CWL week (you can select more than 15; daily planners enforce 15 per war).

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Status	Season	Guidance
Selected Lock	14 eligible Not locked Lock is local only for now; wiring to backend later.	Season: CWL 2025-07 League: Master III (mock) Upcoming: Day 1: Shadow Legion
Save season roster Lock		Pick the week-long roster first. Daily lineups come next. Keep TH balance and reliability in mind; you can rotate later on daily planners.

Clan members

PICK	NAME	TH	HERO POWER	RELIABILITY
<input checked="" type="checkbox"/>	BrenBren123	11	134	Activity 25
<input checked="" type="checkbox"/>	CosmicThomas	13	275	Activity 32
<input checked="" type="checkbox"/>	Deter	17	327	Activity 12
<input checked="" type="checkbox"/>	DoubleD	15	322	Activity 14
<input checked="" type="checkbox"/>	Eren-y173	10	64	Activity 5
<input checked="" type="checkbox"/>	flame	13	246	Activity 5
<input type="checkbox"/>	Ghetto	13	132	Activity 27
<input checked="" type="checkbox"/>	God Of LOYINS	15	290	Activity 49

What it shows:

- Status card (14 eligible, not locked)
- Season info (hardcoded)
- Guidance card
- Large table of clan members with checkboxes
- Players sorted alphabetically
- "Save season roster" and "Lock" buttons

Screenshot 4: Day Planner

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Settings / CWL

CWL Day 1 - Shadow Legion

Select the 15 who will play today; compare against opponent spread and copy data for AI help.

Opponent summary

Clan **Shadow Legion** #8PV9QQQ
Opponent has heavy TH16/17 presence; expect strong cores. Keep at least 10 top accounts in the lineup.

Fairness hint

Try to spread play across the week. Players with fewer days played get preference when strength is similar.

RULE OF THUMB
Start with top TH/hero power, then swap in low-play accounts if strength allows.

Opponent tone

Status **Roster Loaded**
Refresh once opponent roster is loaded to keep TH spread accurate.

Opponent summary

TH18 2	TH17 3	TH16 6	TH15 5
TH14 4	TH13 2		

Select our players

Selected: **0 / 15**

Sort selected by TH/Power

Select 15 more to reach 15.

Select opponent players

Mark their likely lineup when known.

Marked playing: **0 / 15**

Suggest top 15 **Clear**

Lineup order (our clan)

Playing today: **0 / 15**

Save lineup

✓ Select players above, then drag them here to set the attack order

#1 — —
#2 — —

Opponent lineup (markers)

Marked playing: **0 / 15**

Suggest top 15 **Clear**

#1 — —
#2 — —
#3 — —
#4 — —

Issue 1

What it shows:

- Day 1 header with opponent "Shadow Legion"
- Opponent summary with TH distribution
- "Select our players" section (0/15 selected)
- "Select opponent players" section
- Lineup order drag-and-drop area (15 empty slots)
- Opponent lineup drag-and-drop area (15 empty slots)
- AI export buttons
- Fairness hint and opponent tone cards

Next Steps for Improvement

Based on this documentation, the following improvements should be prioritized:

1. Wire Real Season Data

- Call `/api/cwl/season` to get actual season info
- Remove hardcoded mock data
- Support multiple seasons

2. Fix Validation

- Enforce exactly `warSize` players in season roster
- Enforce exactly `warSize` players in daily lineups
- Show clear errors when validation fails

3. Improve Sorting & Suggestions

- Sort by TH/hero power, not alphabetically
- Suggest players based on strength, not alphabet
- Show fairness indicators (days played)

4. Complete Opponent Data

- Fetch full opponent roster, not just top 12-50
- Compute actual strength metrics
- Show full TH distribution

5. Fix Lock Functionality

- Wire lock to backend
- Actually prevent edits when locked
- Show clear lock status

6. Improve UX Flow

- Add onboarding/guided flow
- Show progress indicators
- Add "next step" guidance
- Auto-order lineup options

7. Wire Results

- Use `/api/cwl/result` to track actual war results
- Compare planned vs actual lineups
- Show participation tracking

End of Document