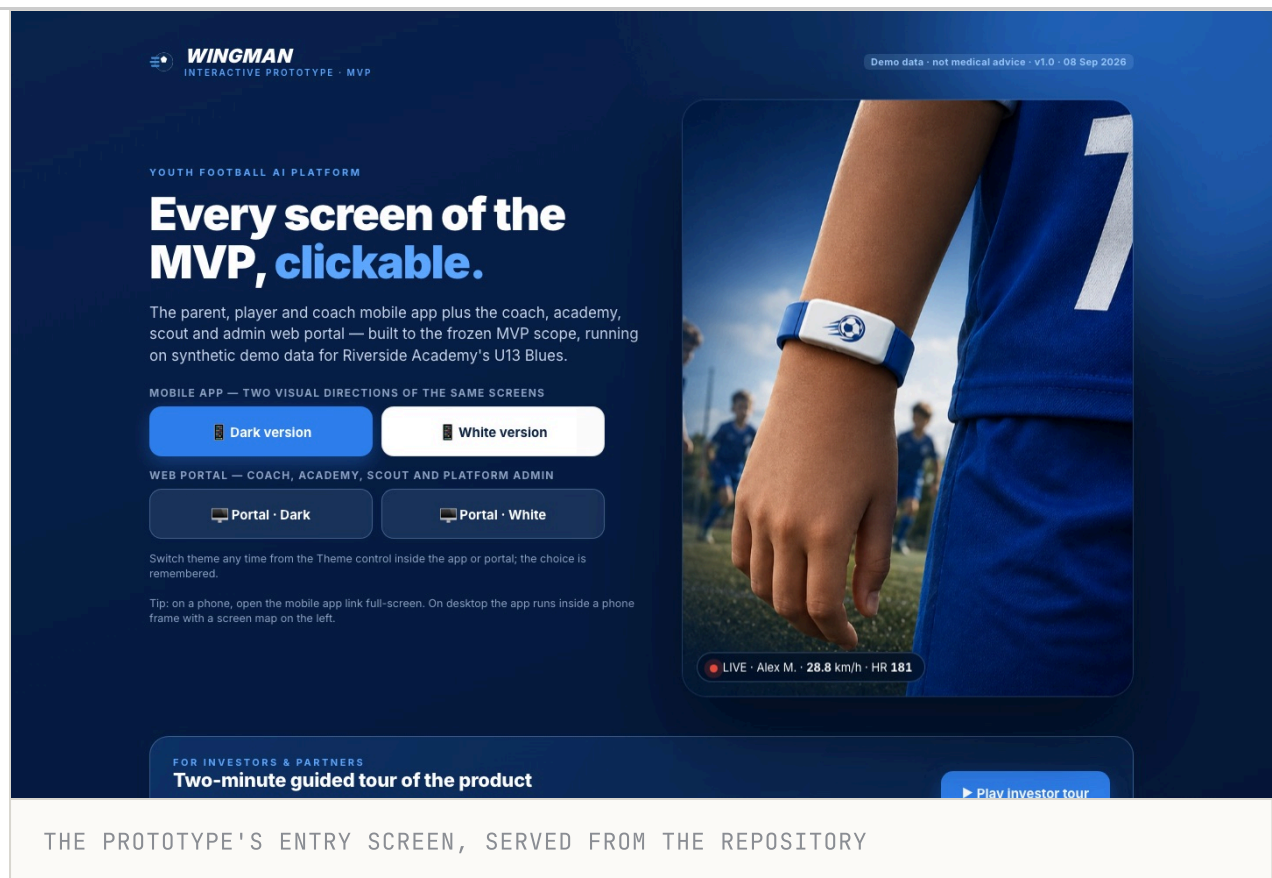


WINGMAN: a 43-screen clickable prototype for a youth football platform

Interstellar wanted to validate a youth football development platform with parents, coaches, academies and investors before committing to a build. The fastest honest way to do that is a prototype people can click through on their...

Role: Product designer and developer of the prototype, delivered through Nicso Technology LLC-FZ for the client, Interstellar (Dubai)

Stack: Static HTML, CSS and vanilla JavaScript with synthetic demo data. No build step, no backend. Deployed as a static site with search indexing disabled.



THE PROTOTYPE'S ENTRY SCREEN, SERVED FROM THE REPOSITORY

Context

Interstellar wanted to validate a youth football development platform with parents, coaches, academies and investors before committing to a build. The fastest honest way to do that is a prototype people can click through on their phone, with every screen and state present, but no engineering behind it that would be thrown away later. I built that prototype.

What I built

The mobile app, in a phone frame

Twenty-four screens driven by hash routes so they behave like an app: onboarding, the parent experience, the player experience in two age bands (8 to 12 and 13 to 18), a coach companion, and settings. The player screens have a kid-mode visual variant.

The web portal

Coach, academy and scout screens in one shell, with the admin screens merged in for a single demo entry point.

A nineteen-screen platform back office

Multi-country platform administration: countries, clients, customers, plans, finance, invoices, orders, datasets, support tickets, content, feeds and reports, all populated from a synthetic data module so every table and chart has plausible content.

Design system in miniature

Tokens for the WINGMAN navy and electric blue, reusable components, and a small charting layer (sparklines, bars, horizontal bars and rings) drawn as inline SVG, plus badges, avatars and toasts. Enough system to keep forty-three screens consistent without a framework.

Decisions worth noting

- ◆ **Prototype, not product, and it says so.** The README states that insights are framed against each child's own baseline and are not medical advice. For anything involving children's development data, that framing has to be explicit from the first demo.
- ◆ **Private by default.** Search indexing is blocked three ways (meta tag, robots.txt and an X-Robots-Tag header), and password protection is planned through edge middleware for when the demo circulates more widely.
- ◆ **Zero throwaway engineering.** Everything here is disposable by design. The value is the validated flows and the decisions they provoked, which then inform a real build.

Why it is in the portfolio

It shows large-surface product design executed fast: four distinct personas, a full back office, and a coherent visual system, delivered as something a client can put in a stakeholder's hands the same week. It is also a client engagement I am cleared to show, which is not true of everything I have built.