



• IOS CASE STUDY — BUILT & SHIPPED

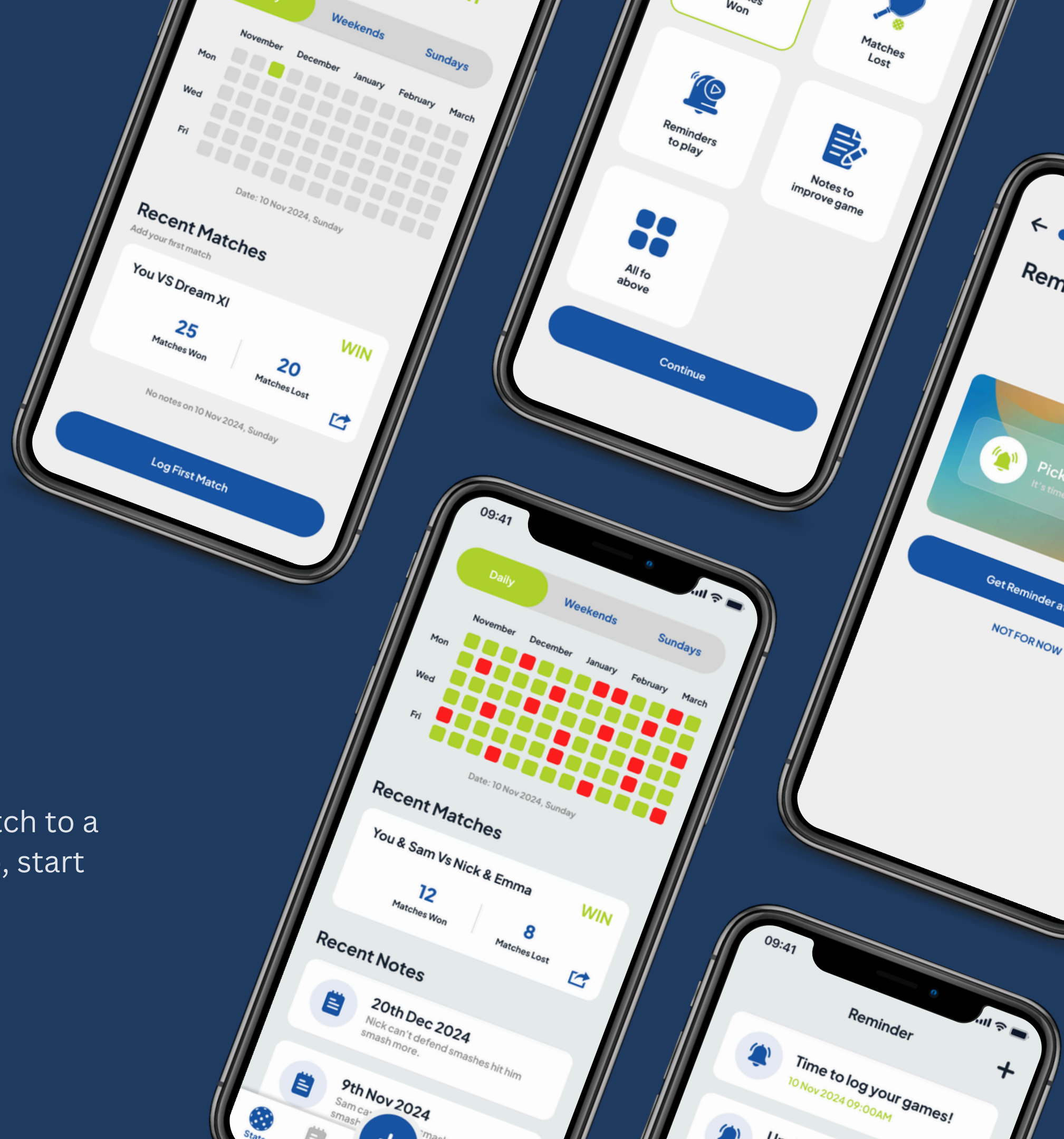
PICKLEBALL STATS

A habit-tracking app for pickleball players. From first sketch to a live App Store listing in one month design, build, and ship, start to finish.

30-DAY BUILD

SWIFTUI · FIREBASE

IOS · APP STORE



- THE PROBLEM

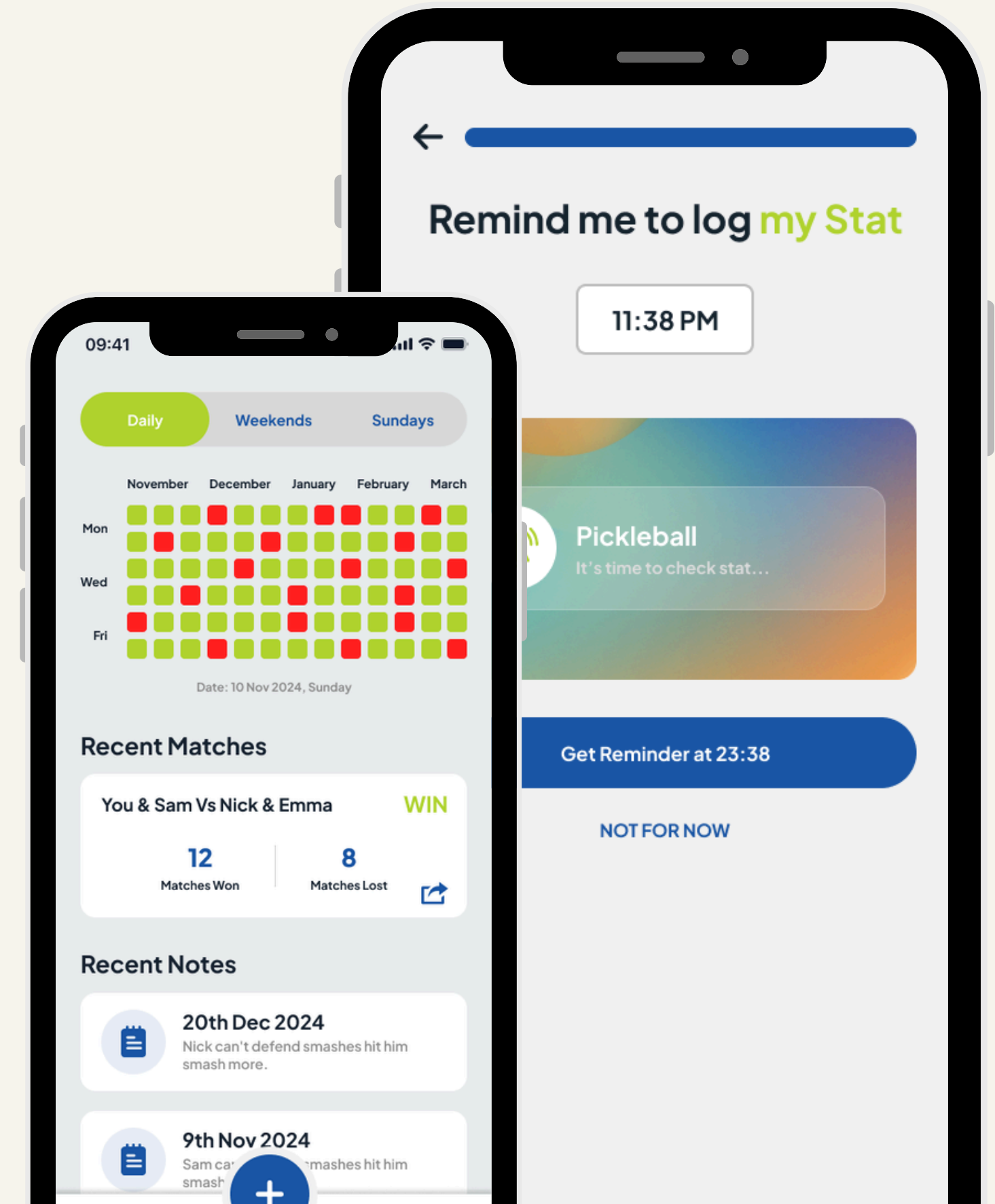
MATCHES GET PLAYED, THEN FORGOTTEN.

Recreational and competitive players had no easy, enjoyable way to track how they were actually performing. A great weekend session would happen and by the next one, the score, the opponent, and the lesson learned were all gone.

- THE SOLUTION

TURN EVERY MATCH INTO A DATA POINT.

A community-powered iOS app that logs a result in seconds, builds a season into a visual streak, and keeps notes on every opponent's weak side so the next match starts smarter than the last.



WHAT PLAYERS ACTUALLY GET

Four ideas the whole product is built around
not a settings menu, a scoreboard.



MATCH HEATMAP

Every session, win or loss, mapped like a contribution graph confetti fires the day it turns all green.



OPPONENT HISTORY

Singles and doubles logged separately, so your record against any one player is one tap away.



SMART REMINDERS

A nudge before a match gets forgotten, plus a place to jot down what beat you last time.

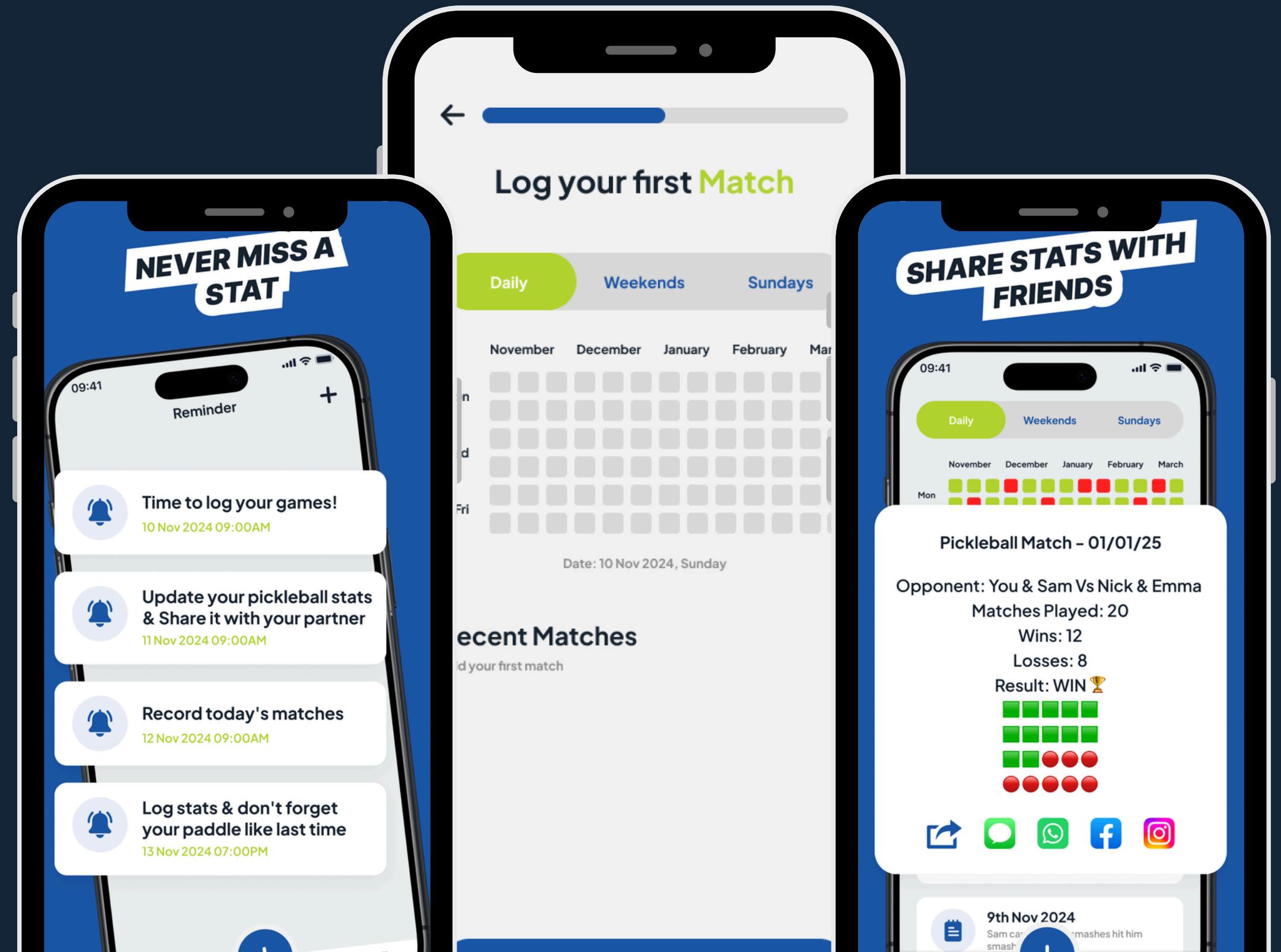


SHAREABLE SCORECARDS

Wordle-style result cards, built for a group chat not a spreadsheet nobody opens.

A SEASON, AT A GLANCE

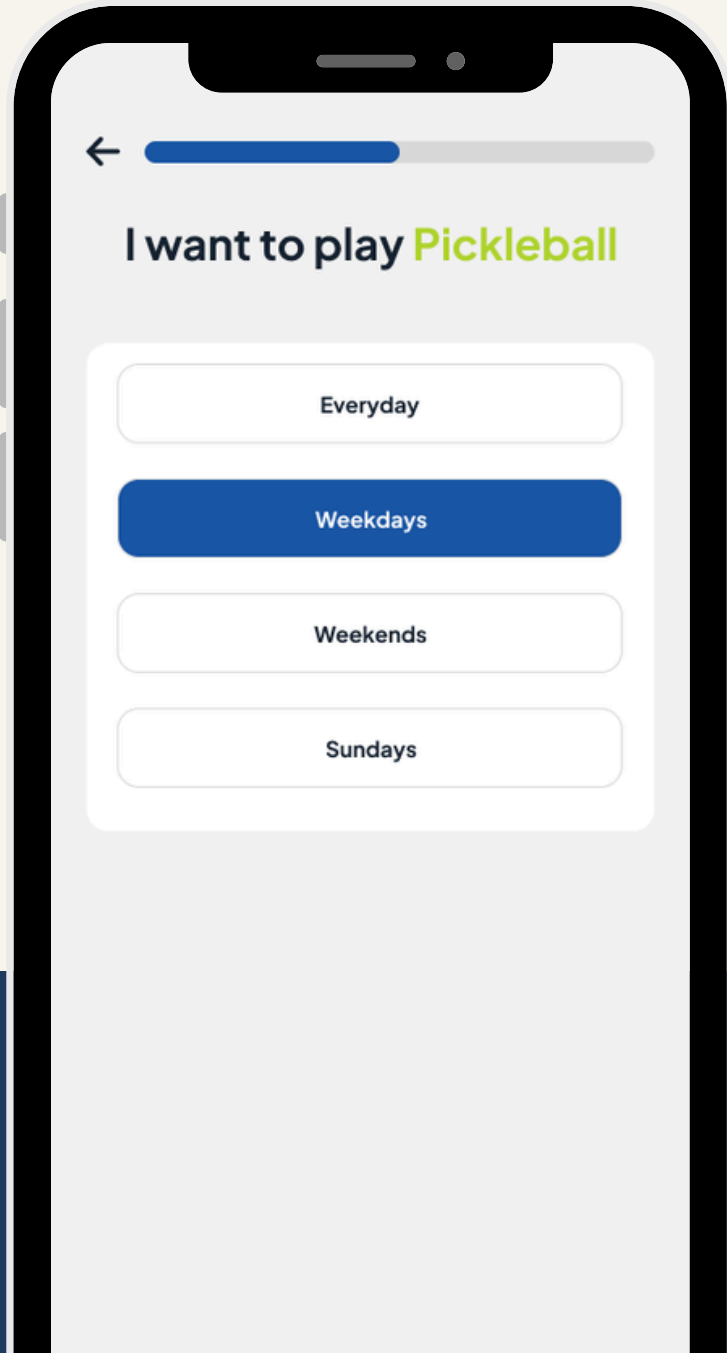
The core visual idea of the whole app: a GitHub-style contribution grid, repurposed for a pickleball season. Green square, you won that day. Red, you didn't. The pattern itself becomes the reason to keep playing.



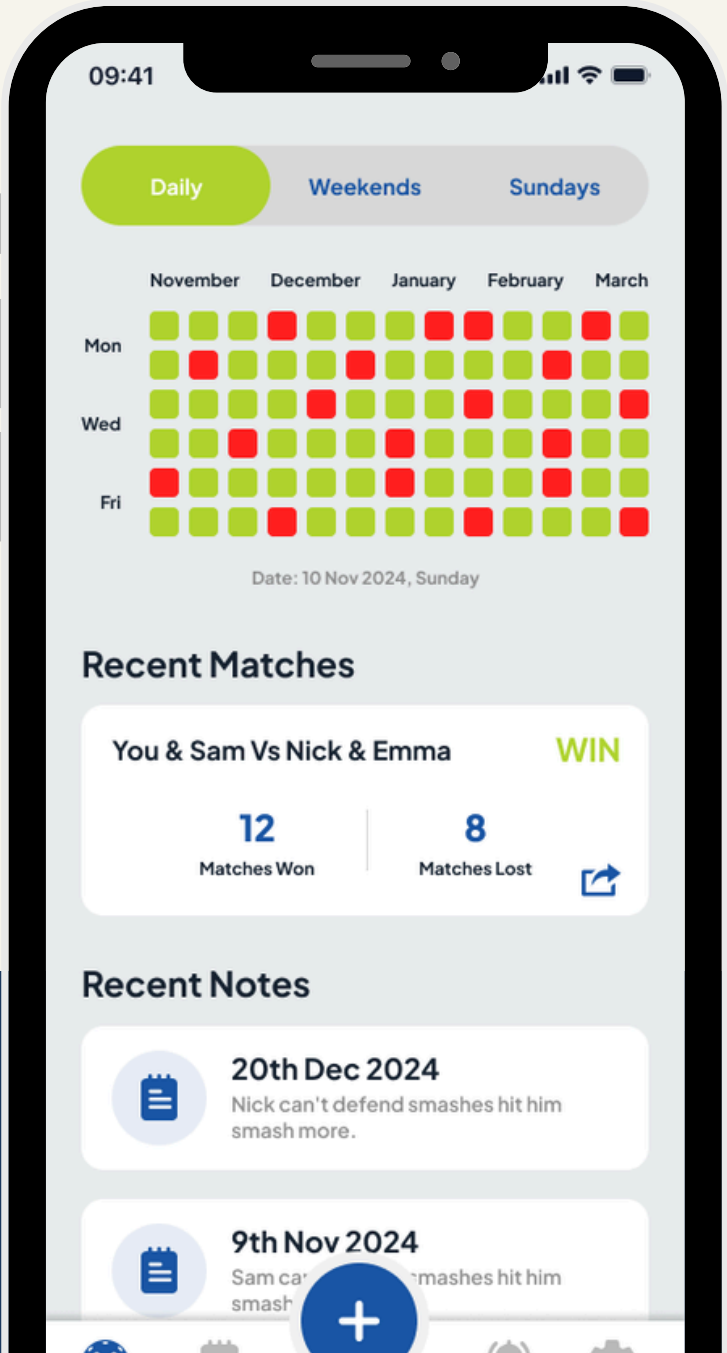


THE FIRST FEW SECONDS

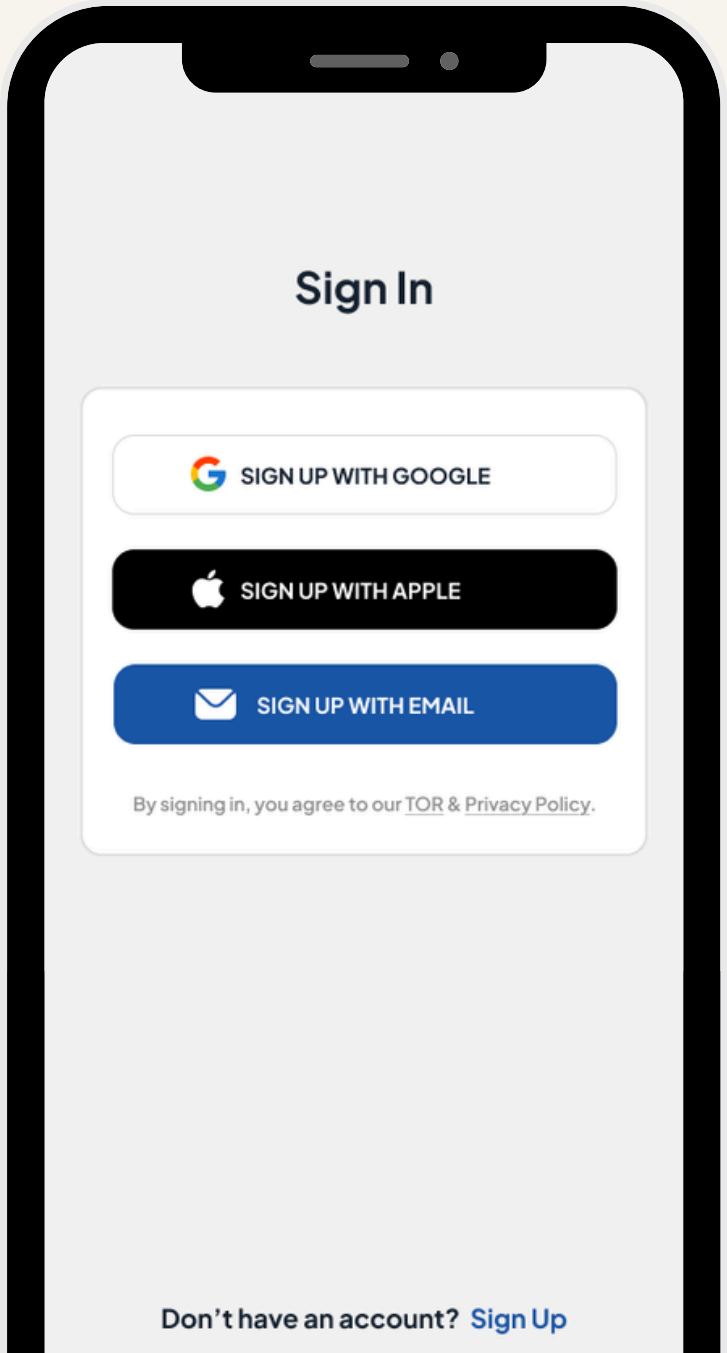
See the cadence



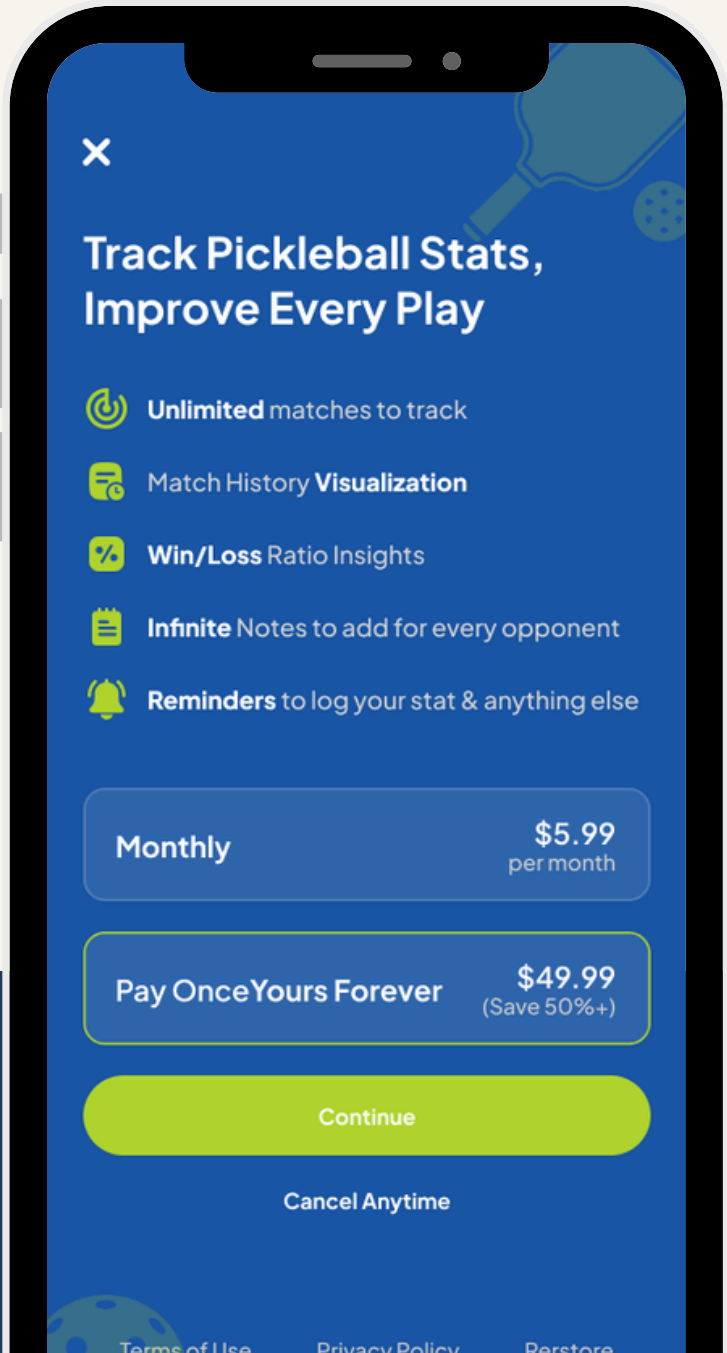
See it happen



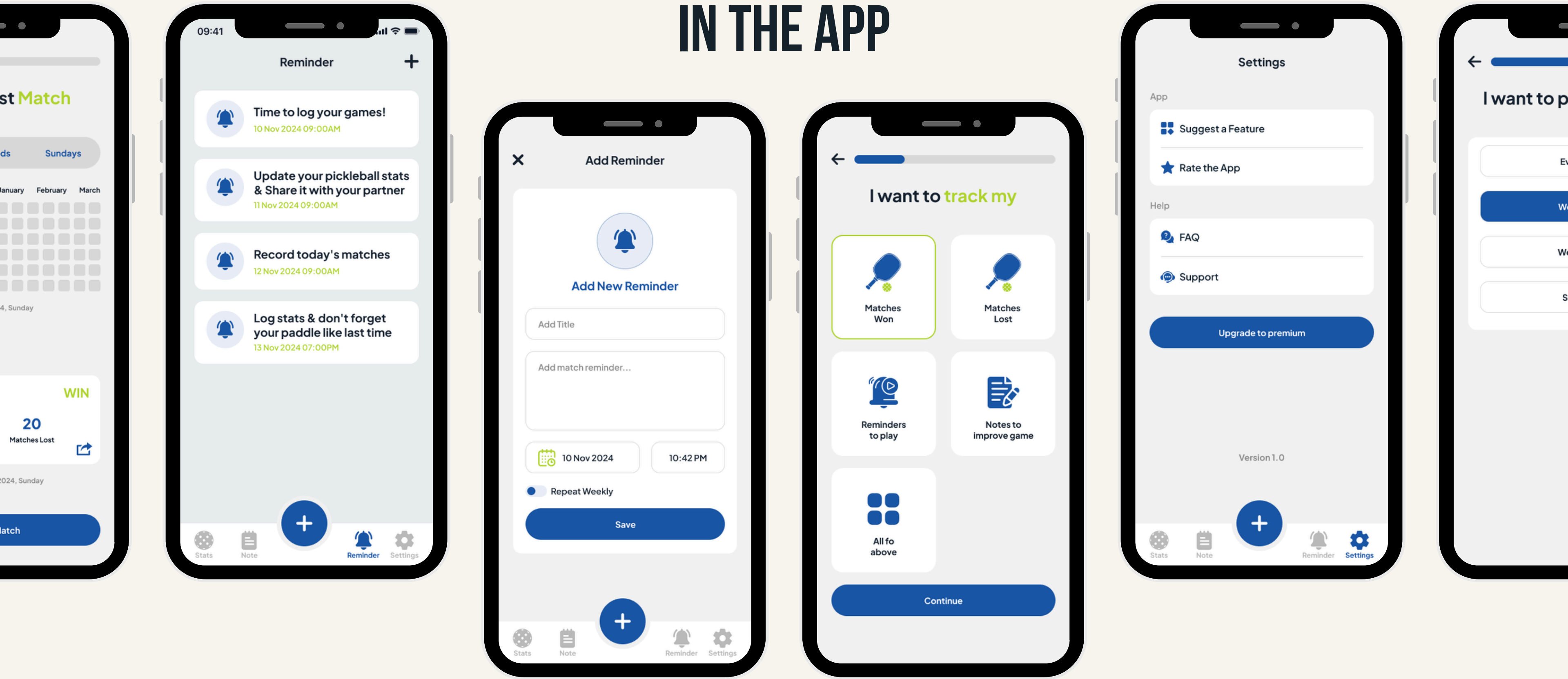
One tap in



Unlock the season



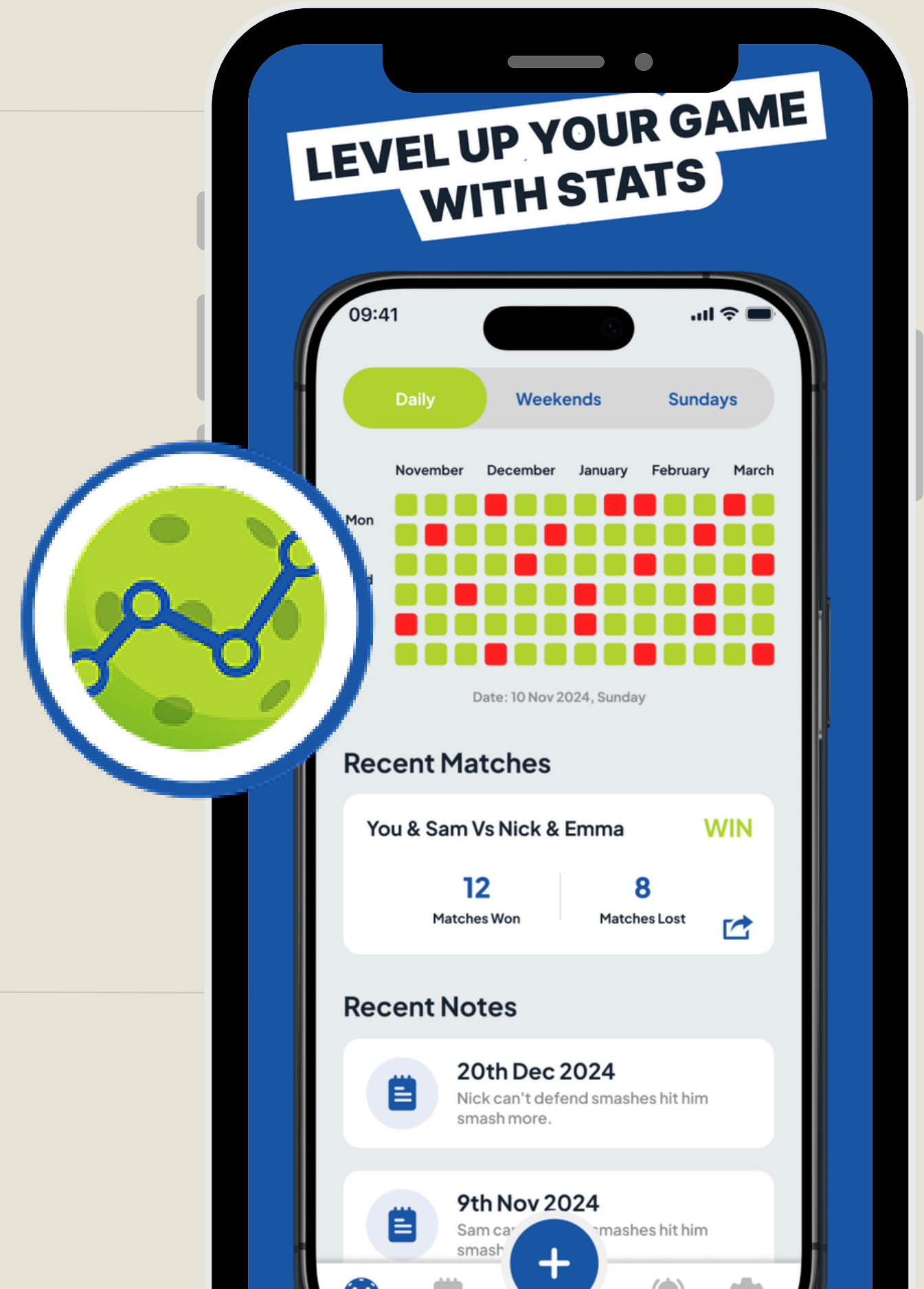
EVERY SCREEN IN THE APP



- END-TO-END DESIGN

APP ICON TO APP STORE SCREENSHOT

Every screen, every state, every export designed and built by the same hands. Icon, UI flow, and the marketing screenshots that sell it on the store page, all one continuous pass instead of a handoff.





THE EQUIPMENT ON COURT

What the build actually runs on no more,
no less.

FRONTEND

SwiftUI, Swift

Native iOS, built for smooth gesture-driven screens

BACKEND

Firebase

Firestore, Auth, and Notifications

DESIGN

Figma

From wireframe to final export

MONETIZATION

RevenueCat

Subscription tracking and paywall logic

DEPLOYMENT

Apple App Store

Submitted, reviewed, and live

TWO SETS, MATCH WON

The build broke into two clean phases here's what each one covered.

SET 01

DESIGN & DEVELOPMENT

Complete design and build of the app, with enough testing along the way that launch day held no surprises.

SET 02

SHIP & SUPPORT

Submitted to the App Store, and stayed on it through review including working any rejection back into an approval.



• GAME, SET, SHIPPED

THANK YOU

Want an app designed, built, and on the App Store this fast?
Let's talk about what you're building.

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