

# Pinball App Architecture Blueprint

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## 1. System Overview

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### What the app is

Pinball App is a dual-client mobile application (Android + iOS) for Lansing Pinball League users. It combines league analytics, a machine library, and a personal practice/workflow tracker.

### Core purpose

Provide one place to:

- View league data ( Stats , Standings , Targets ).
- Browse machine references (playfields, rulesheets, videos, game notes).
- Track personal practice activity and compare performance over time.

### Main features

- League dashboard with card previews and drill-down screens.
- Multi-filter league analytics.
- Offline-first content/cache system with starter-pack fallback.
- Library search/sort/filter, detail pages, embedded videos, markdown rulesheets.
- Practice subsystem with:
  - Quick entry logging.
  - Per-game workspace (summary/input/log/resources).
  - Group dashboard and group editor.
  - Journal timeline merging practice + library activity.
  - Insights (score stats + head-to-head comparison).
  - Mechanics tracking and trend history.
  - Settings, league CSV import, reset workflow.

### Target users

- Lansing Pinball League players.
- Competitive and casual players who want to study machines and log improvement.

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## 2. Technology Stack

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### Languages, frameworks, libraries

- Android:

- Kotlin
- Jetpack Compose (Material3)
- Coil (image loading)
- CommonMark + compose-richtext (markdown rendering)
- AndroidX lifecycle/activity/splashscreen
- iOS:
  - Swift
  - SwiftUI (+ Combine)
  - WebKit (embedded YouTube/rulesheet HTML rendering)
  - Codable + UserDefaults persistence

## Storage systems

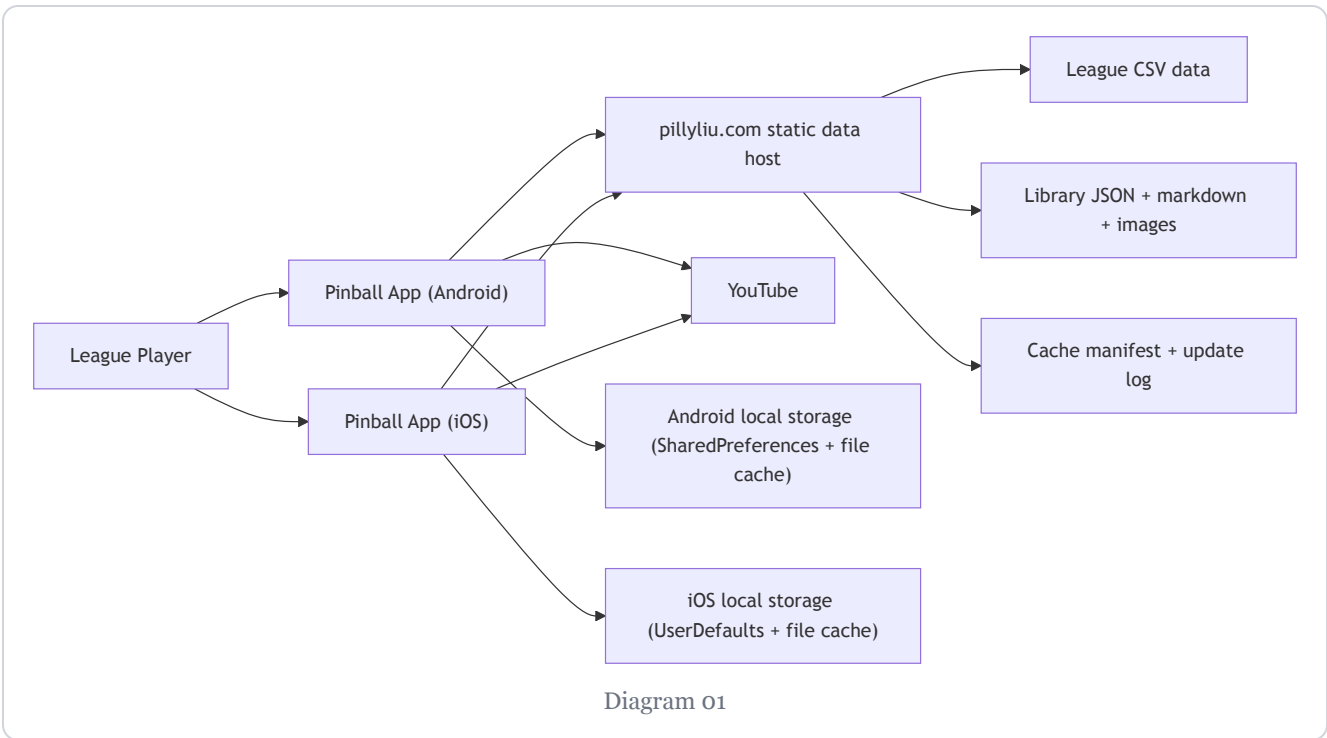
- Android:
  - SharedPreferences (practice state, UI prefs, library activity).
  - File-based cache in app files directory ( `pinball-data-cache` ).
- iOS:
  - UserDefaults (Codable blobs + `@AppStorage` keys).
  - File-based cache in caches directory ( `pinball-data-cache` ).

## Networking / API layers

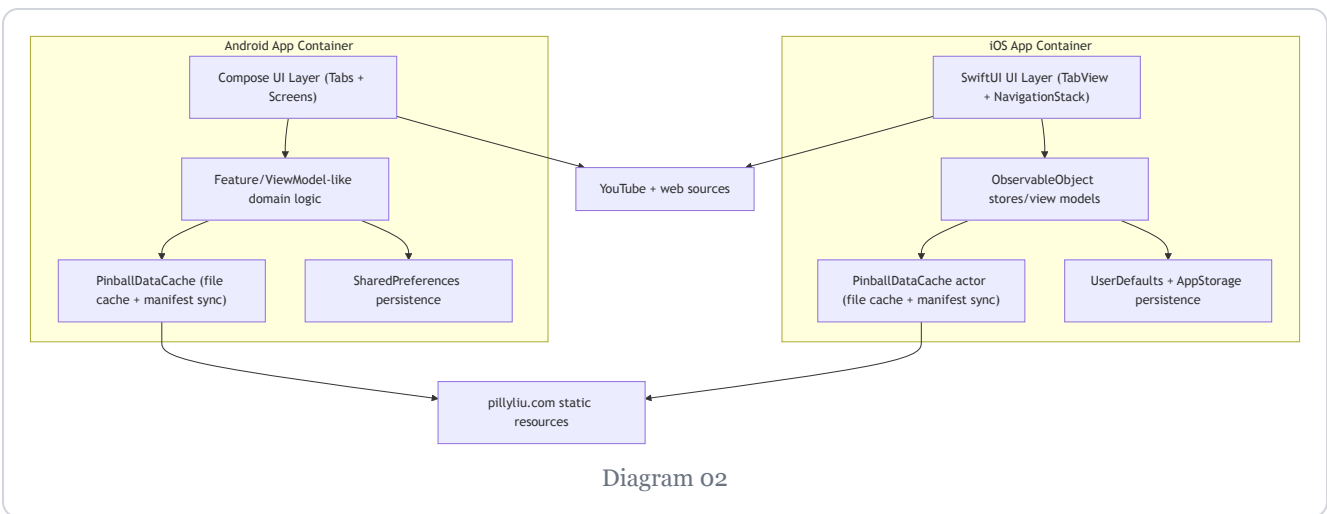
- No writable backend API in app code.
  - HTTP fetches from static content host: `https://pillyliu.com/pinball/...`
  - Remote datasets: CSV, JSON, Markdown.
  - Cache metadata:
    - `/pinball/cache-manifest.json`
    - `/pinball/cache-update-log.json`
  - External link integrations:
    - YouTube video playback/thumbnail URLs.
    - External source links (rulesheet/playfield URLs).
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# 3. C4 Architecture Diagrams

## 3.1 System Context (C1)

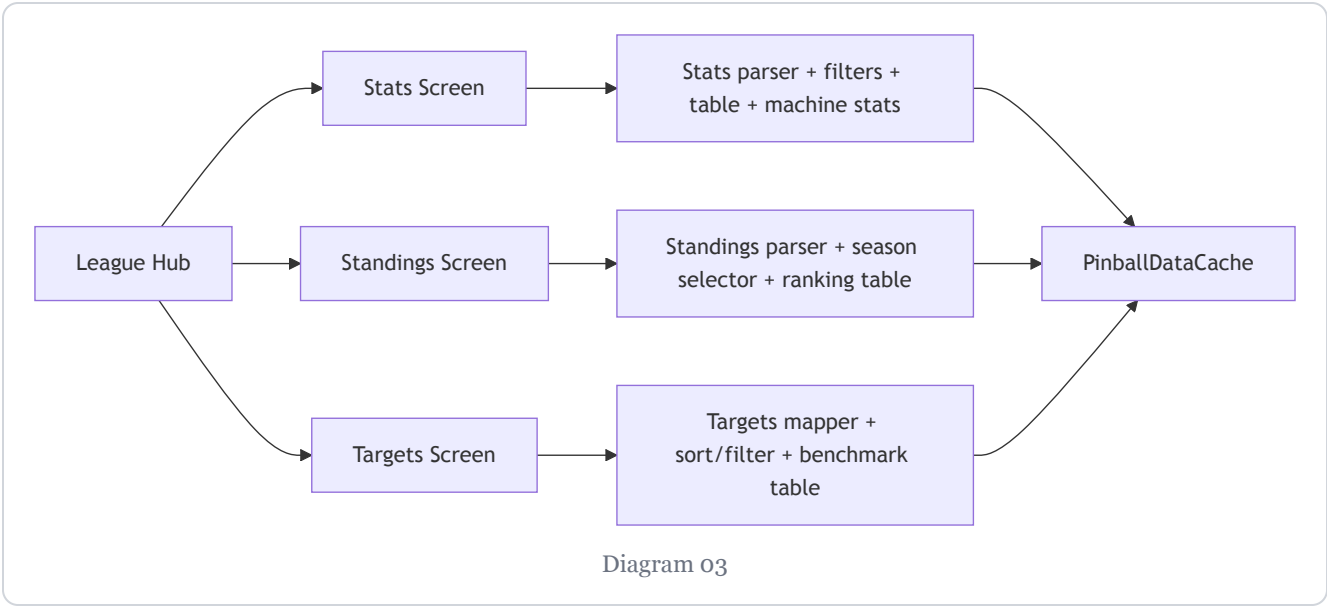


## 3.2 Container Diagram (C2)

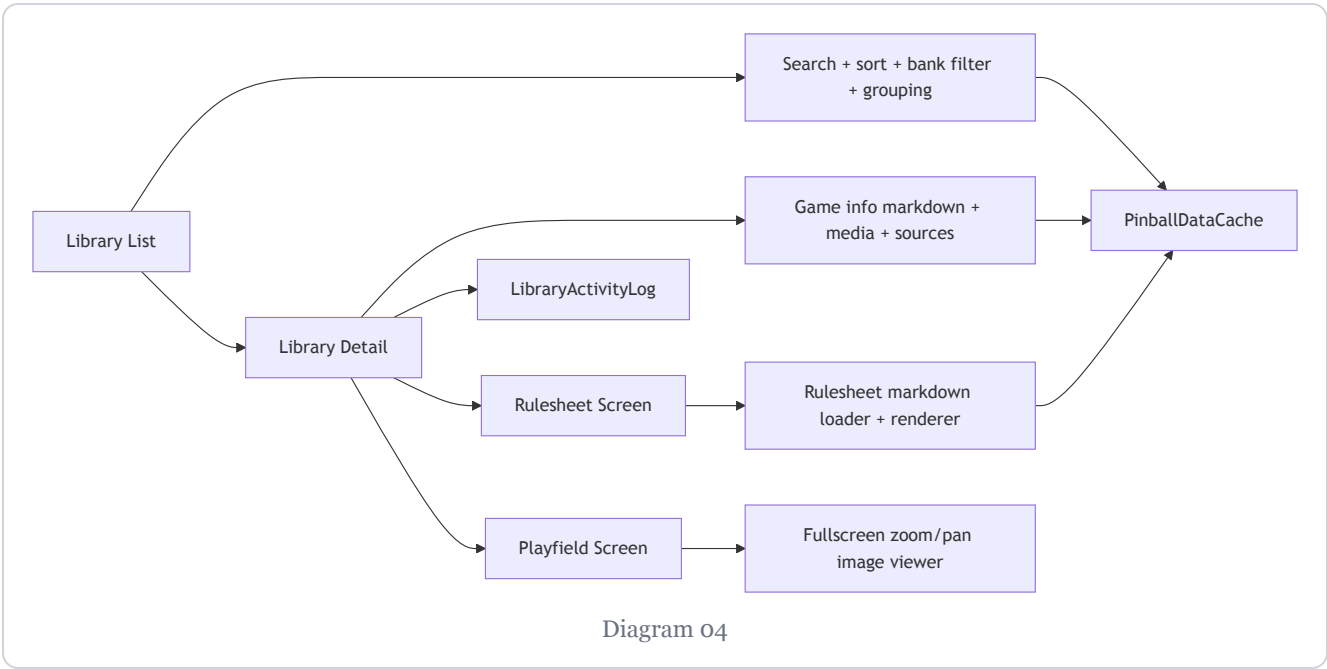


### 3.3 Component Diagrams (C3)

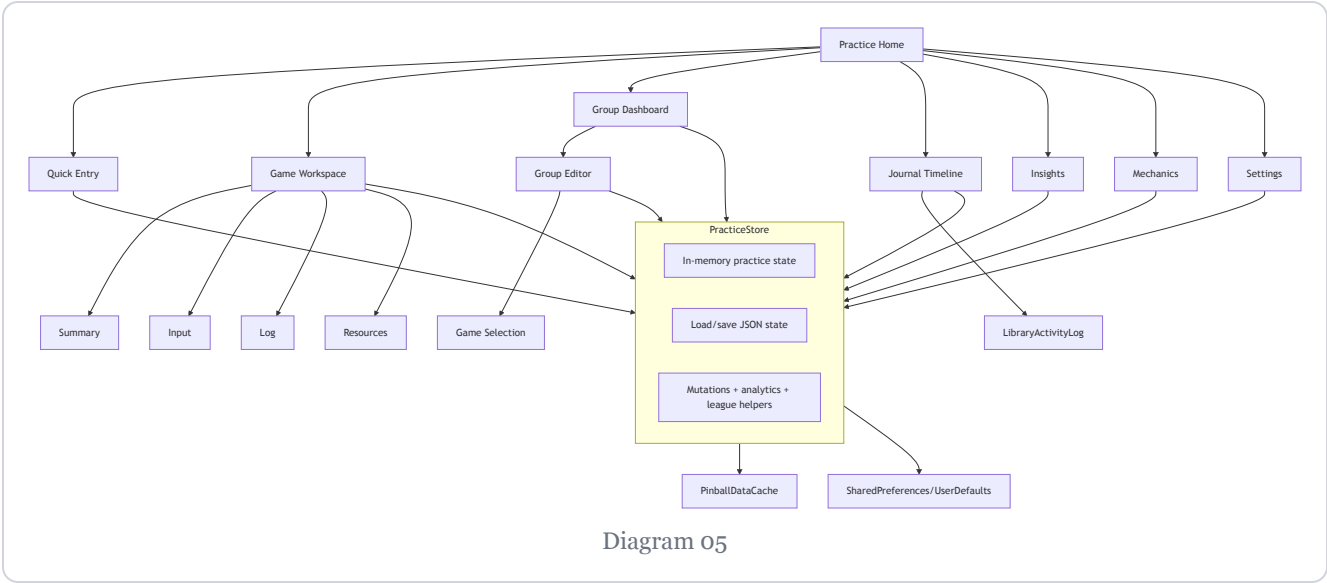
#### League module



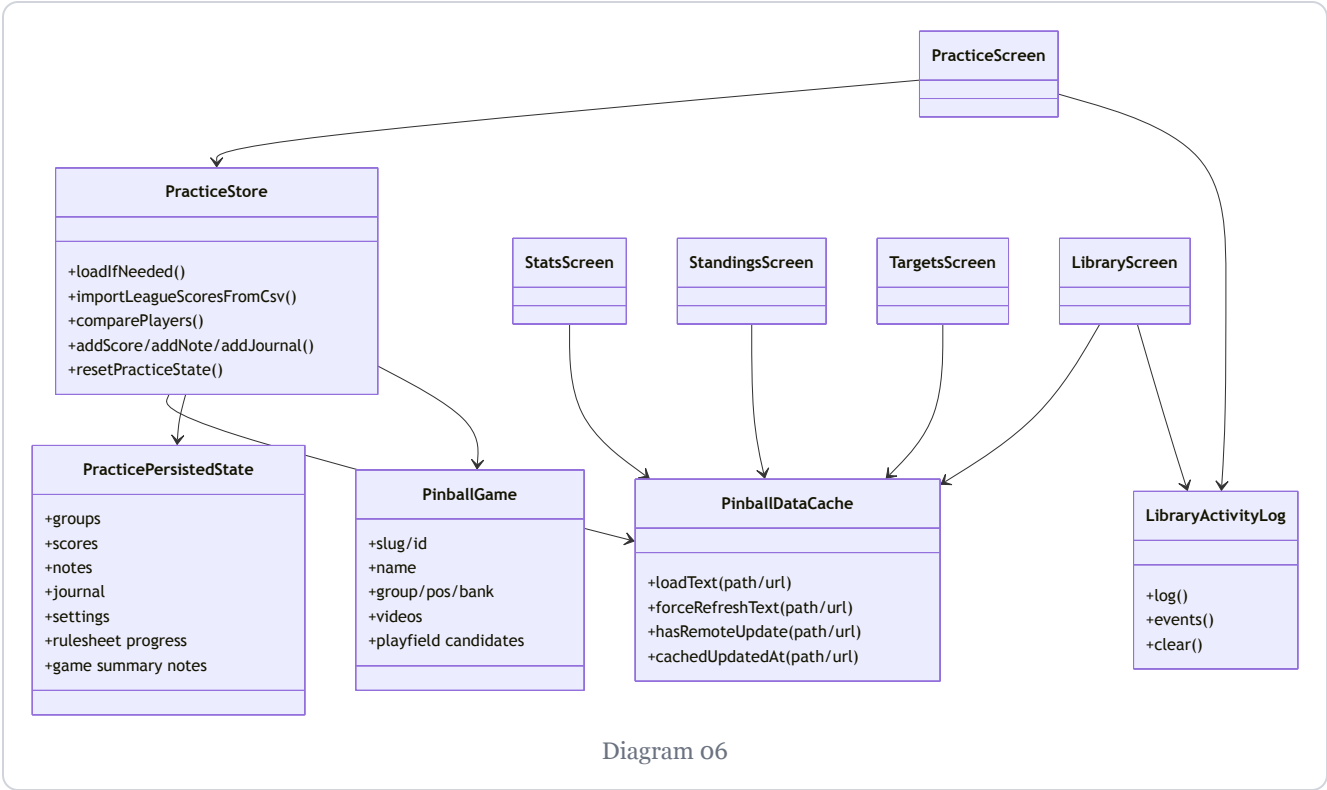
#### Library module



# Practice module



## 3.4 Code-Level Diagram (C4, feasible core)



## 4. Screen and Feature Inventory

### Root navigation (both platforms)

- Tabs:

- League
- Library
- Practice
- About
- Navigation style:
  - Android: tab state + internal route enums.
  - iOS: `TabView` + `NavigationStack` per tab.

## League screens

Screen	Purpose	Buttons/Controls/Filters	Navigation Targets	Data Reads	Data Writes
League Hub	Entry dashboard for league data	3 destination cards: <code>Stats</code> , <code>Standings</code> , <code>Targets</code>	To corresponding league screens	<code>LPL_Stats.csv</code> , <code>LPL_Standings.csv</code> , <code>LPL_Targets.csv</code> , <code>pinball_library.json</code> (preview)	None
Stats	Score analytics + machine stats	Filters: season, bank, player, machine. Refresh control. iOS nav menu: <code>Clear all filters</code> + per-filter menus.	Back to League Hub	<code>LPL_Stats.csv</code> , redacted players CSV	In-memory filter state only
Standings	Season rankings and bank totals	Season selector ( <code>Season N</code> menu), refresh control	Back to League Hub	<code>LPL_Standings.csv</code> , redacted players CSV	In-memory season selection
Targets	Per-game target benchmarks	Sort ( <code>Location/Bank/A-Z</code> ), bank filter ( <code>All banks / Bank N</code> )	Back to League Hub	<code>LPL_Targets.csv</code> + <code>pinball_library.json</code> (mapping/sort metadata)	In-memory sort/filter state

## Library screens

Screen	Purpose	Buttons/Controls/Filters	Navigation Targets	Data Reads	Data Writes
Library List	Search and browse games	Search text box; sort menu ( Location , Bank , A-Z ); bank filter ( All banks , Bank N )	Open Library Detail	pinball_library.json	Saves last viewed library game ( library-last-viewed-* ), logs browse event
Library Detail	Show game media + references	Rulesheet , Playfield ; video tile buttons; source links ( Rulesheet (source) , Playfield (source) )	To Rulesheet , Playfield	game info markdown ( /pinball/gameinfo/{slug}.md ), video thumbnails/YouTube IDs	Logs rulesheet/playfield/video events
Rulesheet Viewer	Read rulesheet markdown/web	Back, resume/continue controls (platform-specific), confirm dialogs in some flows	Back to detail/practice	/pinball/rulesheets/{slug}.md	Rulesheet progress ratio stored in practice state/preferences
Playfield Viewer	Fullscreen zoom/pan image viewer	Back; gesture zoom/pan (platform-specific)	Back to detail/practice	Playfield URLs (derived/local/remote candidates)	None

## Practice screens and dialogs

Screen	Purpose	Buttons/Controls/Filters	Navigation Targets	Data Reads	Data Writes
Practice Home	Main launchpad	Resume chip; Game List ; quick entry buttons ( Score , Study , Practice , Mechanics ); hub cards ( Group Dashboard , Journal Timeline , Insights , Mechanics ); settings icon	To all practice feature screens; quick entry dialog	Practice state + library last-viewed pointers + game list	Updates last viewed game timestamp, opens dialogs/routes
Welcome Name Prompt	First-time name collection	Save , Not now , player name text field	Dismiss to home	Current player name state	Saves player profile name, prompt flags
Quick Entry (sheet/dialog)	Fast multi-mode logging	Mode/game pickers; mode-specific fields; Save , Cancel	Return to current/game route	Games list, current quick-entry defaults	Appends score/note/journal/study/mechanics events; updates remembered quick-entry game keys
Group Dashboard	Group status and game recommendations	Create ( + ), edit ( pencil ), group select, priority toggle, start/end date buttons, per-game open, delete game from group (context menu)	To Group Editor or Game Workspace	Groups, summaries, progress snapshots	Updates selected group, priority, dates; removes games from group



Screen	Purpose	Buttons/Controls/Filters	Navigation Targets	Data Reads	Data Writes
Group Editor	Create/update groups	Cancel , Delete (edit), Create/Save , template selectors ( None/Bank/Duplicate ), apply template buttons, title selector, reorder, active/priority toggles, type segmented control, position up/down, start/end date toggles and pickers	Back to dashboard; title selection screen	Groups + games list	Creates/updates /deletes/reorders group definitions
Group Game Selection	Pick titles for group	Search field, selectable game list/cards, Done	Back to group editor	Games list	Mutates selected game IDs/slugs for group draft
Journal Timeline	Unified activity history	Filter segmented control ( All , Study , Practice , Scores , Notes , League )	Tap row opens Game Workspace	Practice journal + library activity log	Stores selected journal filter preference
Insights	Performance analytics + head-to-head	Game dropdown; opponent dropdown ( Select player ); refresh comparison button	None (within practice stack)	Practice scores; imported league data/player options	Saves comparison player selection; updates transient comparison result

Screen	Purpose	Buttons/Controls/Filters	Navigation Targets	Data Reads	Data Writes
Mechanics	Skill logging and trend review	Skill picker; competency slider; mechanics note field; Log Mechanics Session ; Dead Flip Tutorials link	External tutorial site	Mechanics-tagged notes/history	Adds note/journal entries with skill tags and competency metadata
Practice Settings	Profile/import/reset settings	Player name field + Save Profile ; league player menu + Import LPL CSV ; cloud sync toggle; Reset Practice Log	Reset confirm dialog	Available league players	Updates profile, league import settings, sync flag; imports CSV into score/journal; full reset
Reset Confirm	Guard destructive reset	Text field ( Type reset ), confirm/cancel buttons	Back to settings	Current practice state	Clears practice state + clears library activity log
Group Date Picker	Edit start/end dates	Date picker + Save / Clear / Cancel	Back to dashboard/edit or	Existing group dates	Updates group start/end date
Game Workspace	Per-game detailed workflow	Top game picker menu; subview segmented control ( Summary , Input , Log ); Save Note ; Rulesheet ; Playfield ; video tile selection	To rulesheet/playfield screens from resources	Game data + game-specific entries	Saves game summary note; marks game browsed

Screen	Purpose	Buttons/Controls/Filters	Navigation Targets	Data Reads	Data Writes
Game Workspace Input subview	Task-specific logging shortcuts	Buttons for Rulesheet , Tutorial , Gameplay , Playfield , Practice , Mechanics , Log Score (Android) or task sheets (iOS)	Opens entry sheets/dialogs	Current game ID	Writes score/study/practice/mechanics events
Game Task Entry / Score Entry sheets	Structured per-task data input	Task forms, Save , Cancel	Back to Game Workspace	Current game + enum defaults	Writes study/score/note/journal data

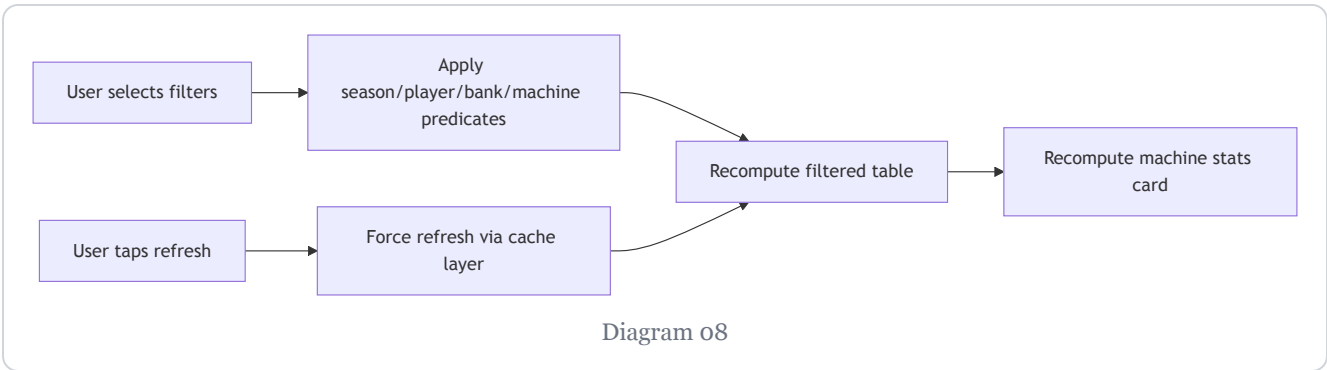
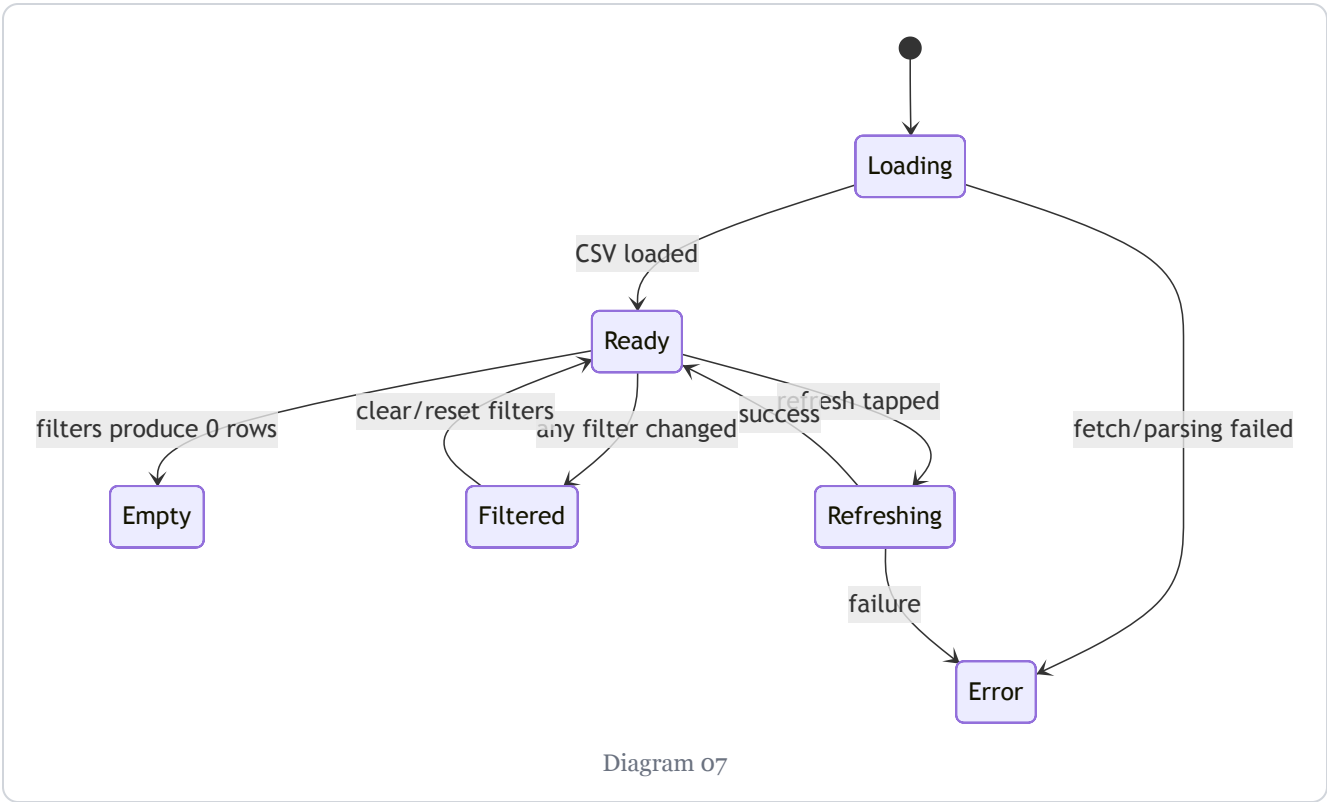
### About screen

Screen	Purpose	Buttons/Controls/Filters	Navigation Targets	Data Reads	Data Writes
About	League intro/info	External links: lansingpinleague.com , Facebook Group	Browser	Static in-app copy/assets	None

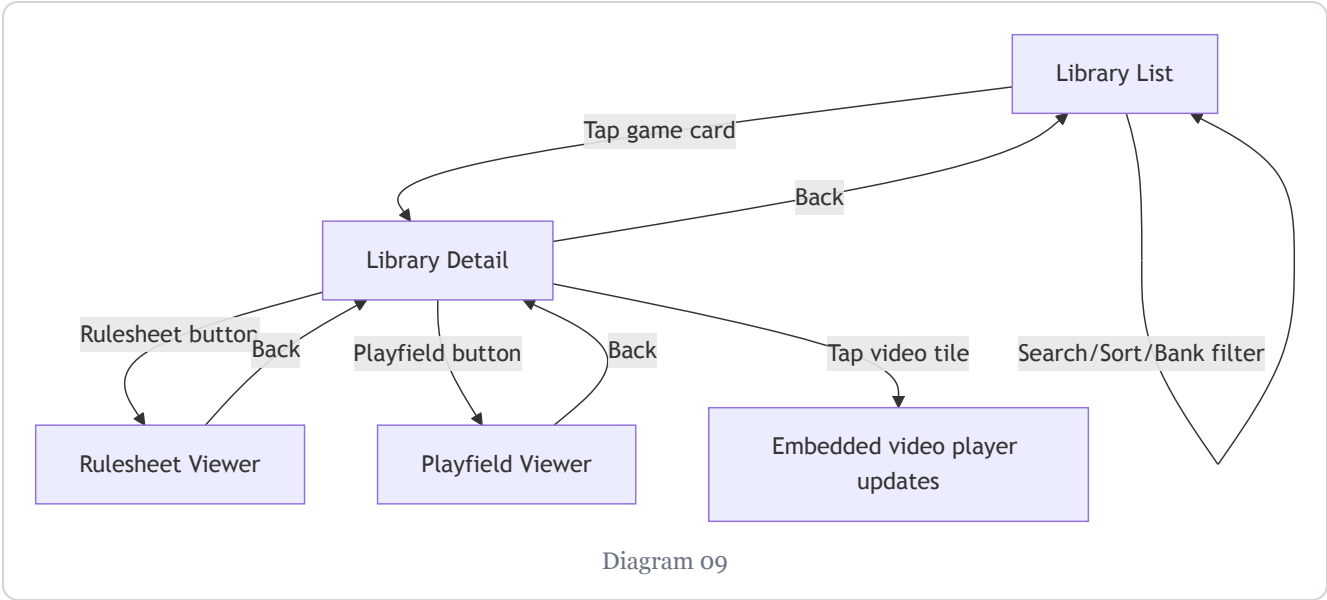
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# 5. Screen Interaction Diagrams

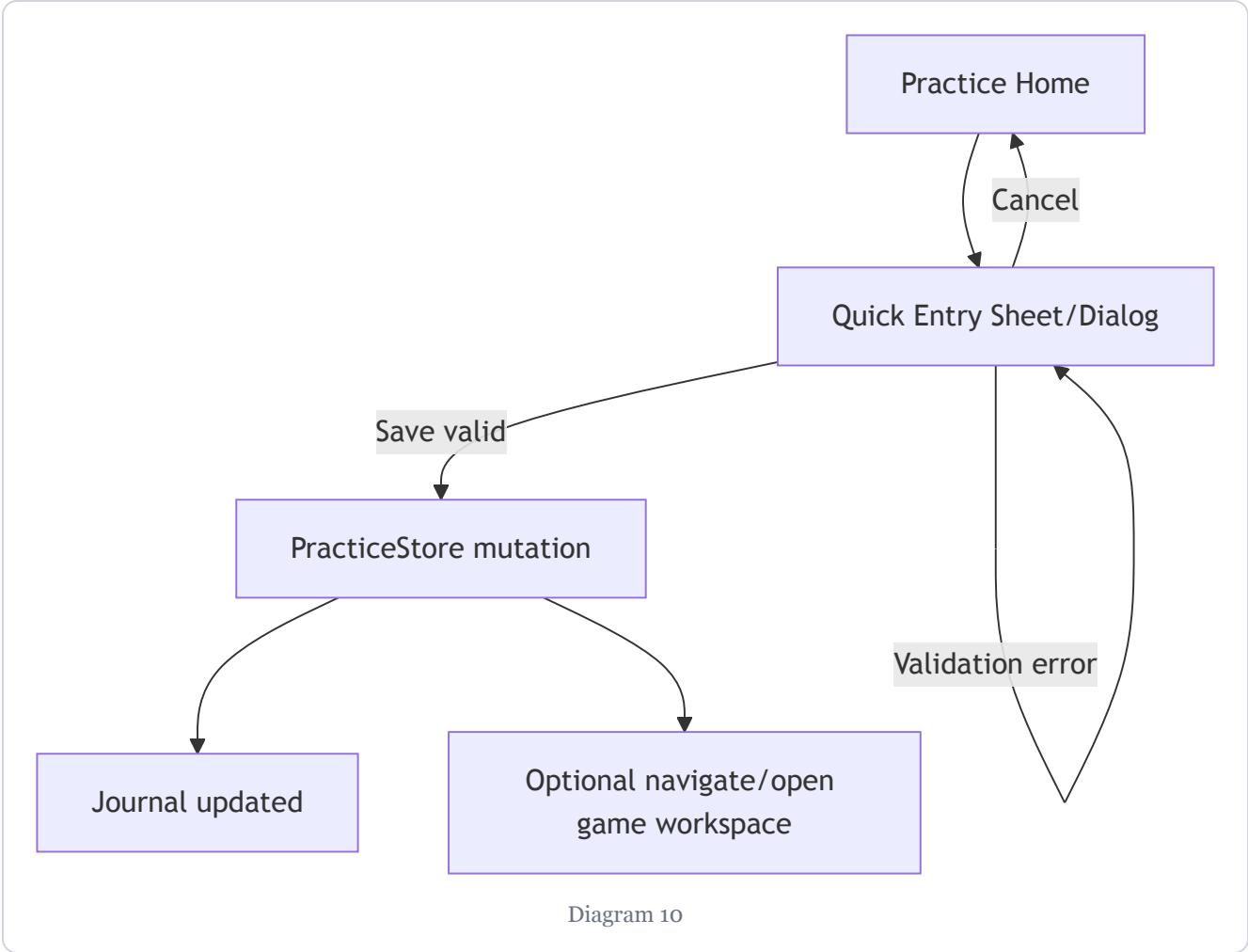
## Stats screen state + interactions



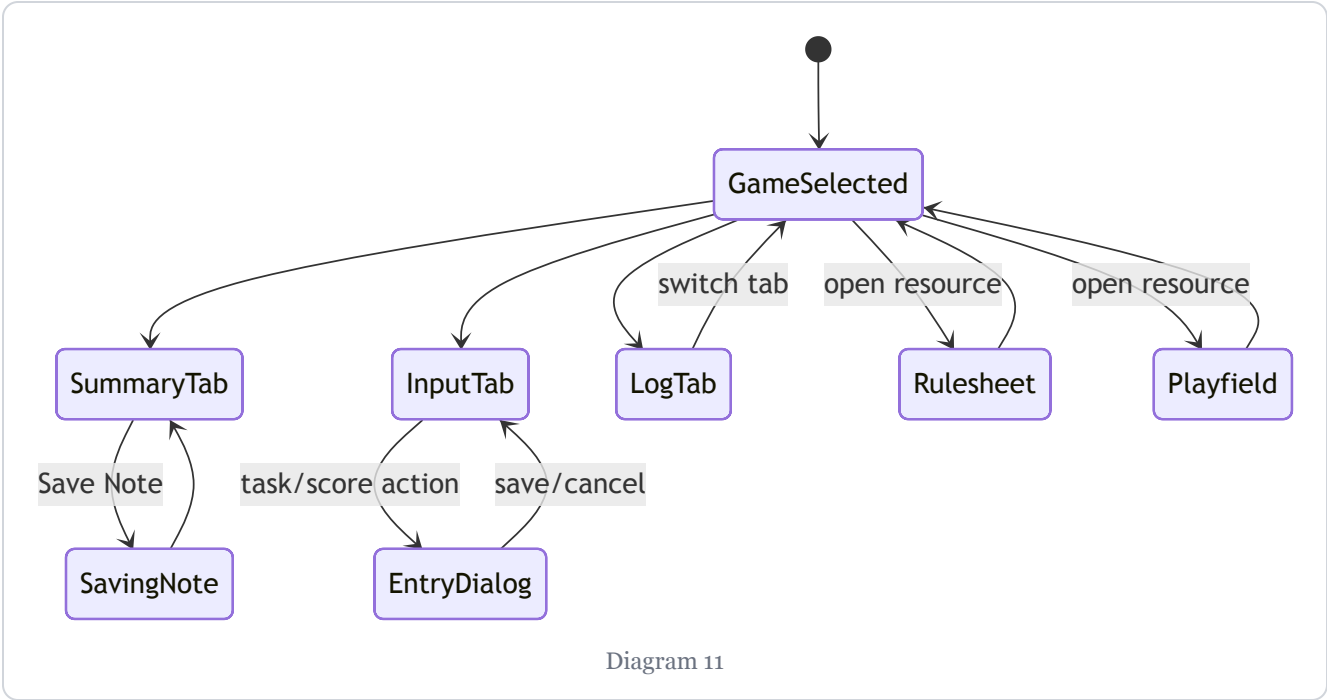
**Library list/detail flow**



**Practice home + quick entry flow**

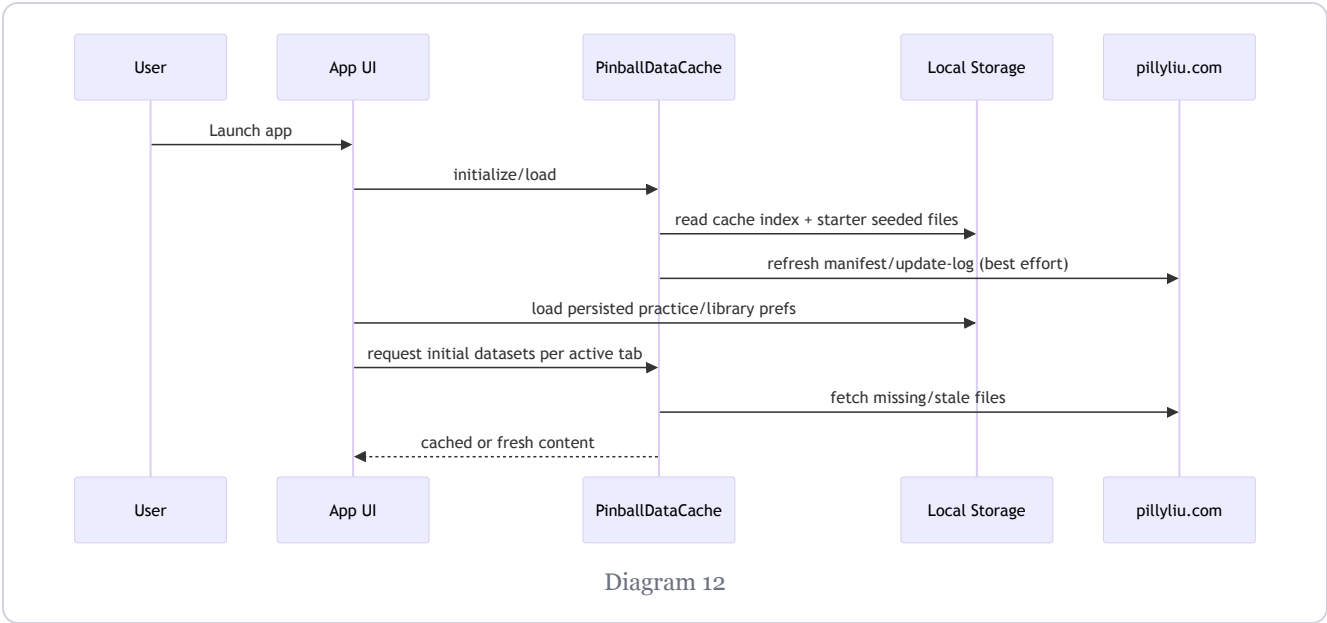


# Practice game workspace state

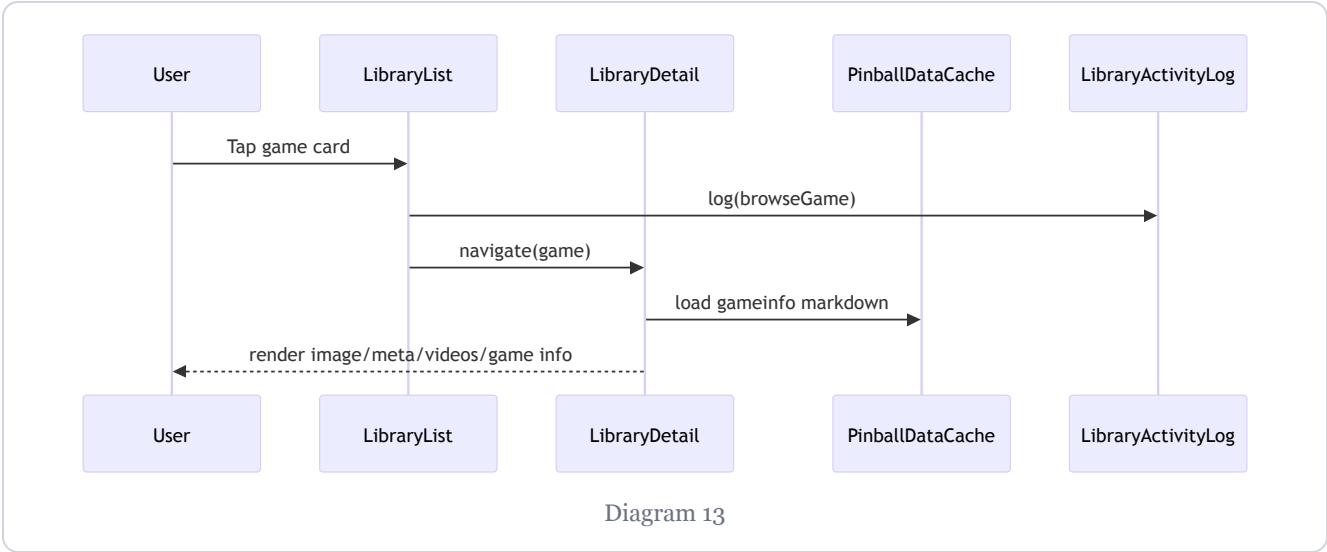


## 6. Sequence Diagrams (Behavior)

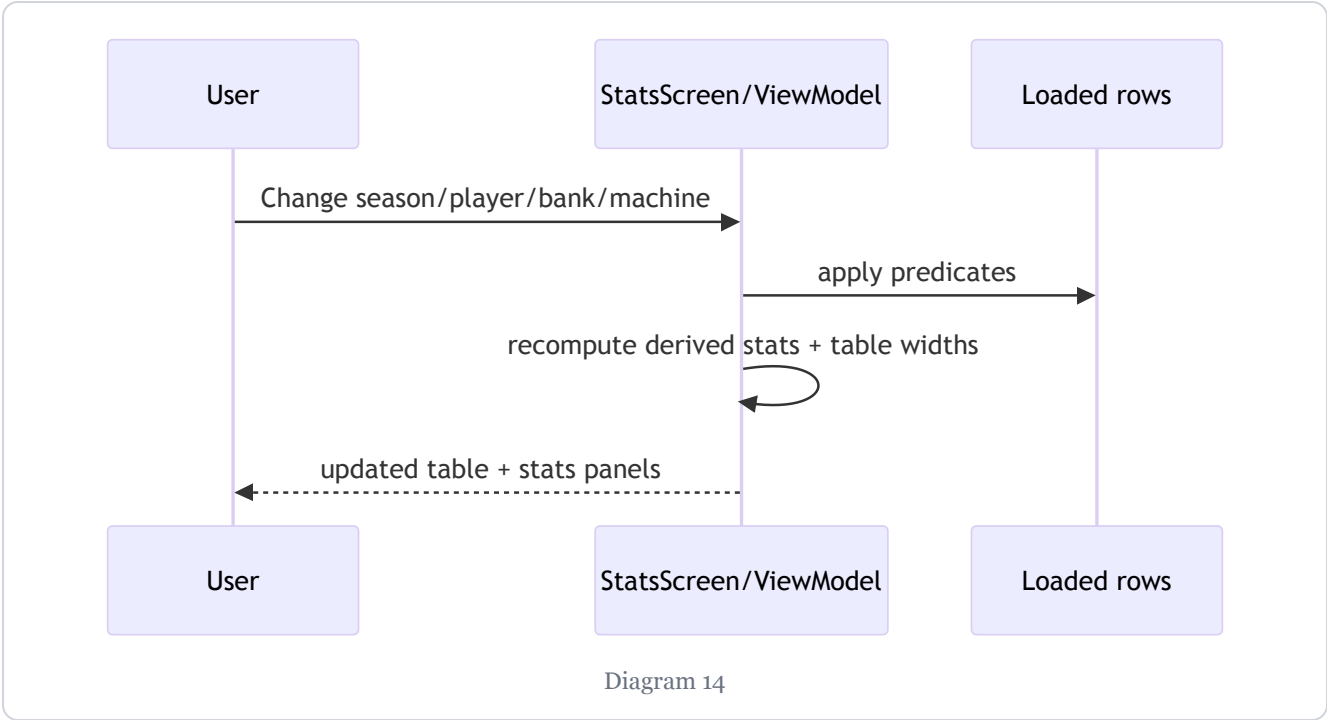
### App launch



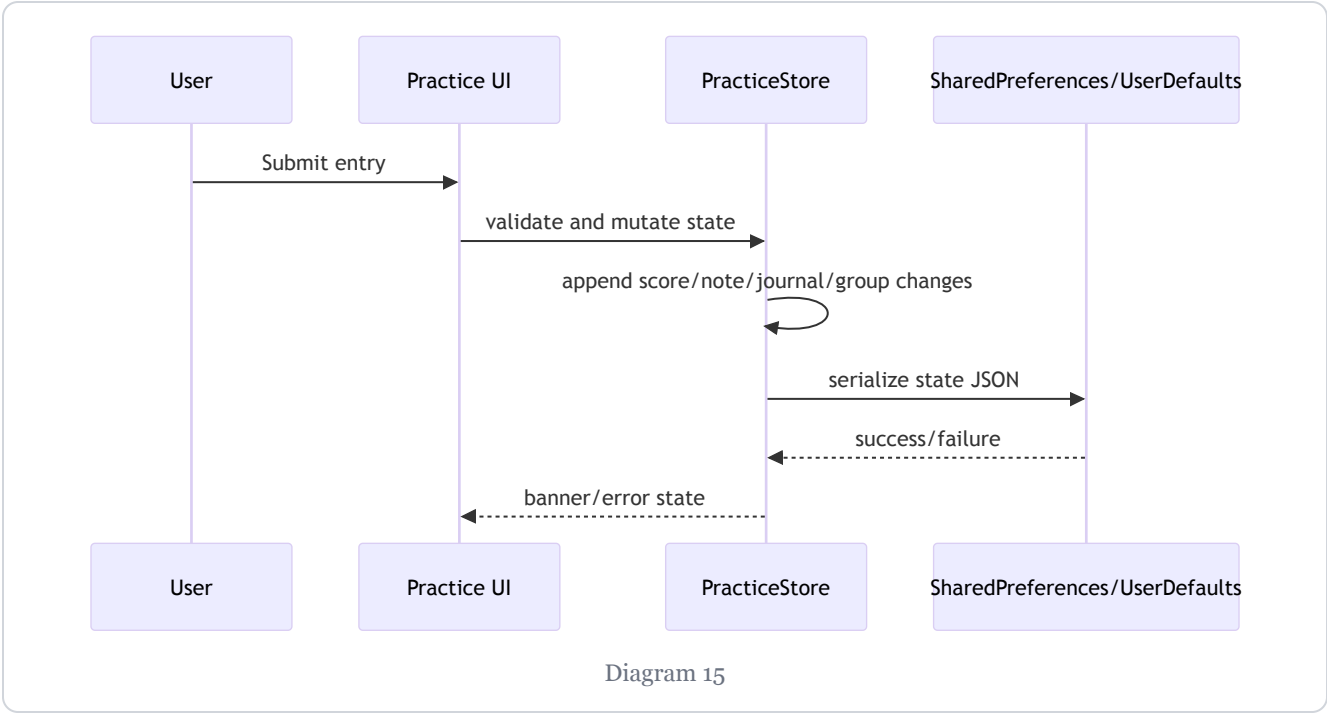
# Opening a game (Library -> Detail)



# Applying a filter (Stats)

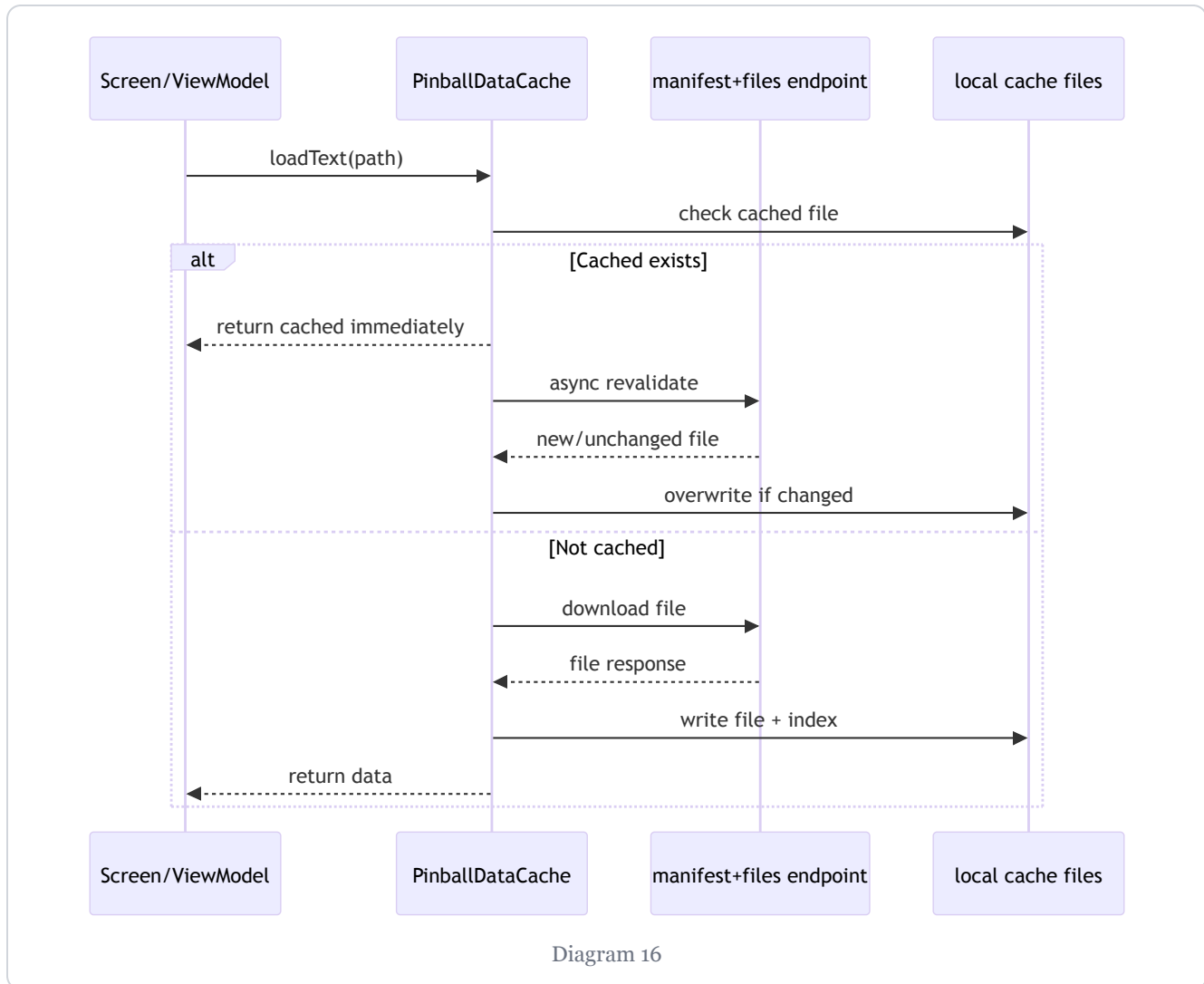


**Saving user data (Quick Entry / Game note)**





## Syncing/updating remote data



## 7. Data Model and Storage

### Core entities (domain-level)

- `PinballGame`
  - `slug/id`, `name`, `group`, `pos`, `bank`, `manufacturer`, `year`, `media/rulesheet` fields, `videos[]`.
- `Video`
  - `label`, `url` (and optional `kind` in iOS model).
- Practice entities
  - Groups: `PracticeGroup` / `CustomGameGroup`.
  - Scores: `ScoreEntry` / `ScoreLogEntry`.

- Notes: `NoteEntry` / `PracticeNoteEntry`.
- Journal: `JournalEntry`.
- Derived analytics: `ScoreSummary`, `MechanicsSkillSummary`, `HeadToHeadComparison`, etc.
- Activity log
  - `LibraryActivityEvent` with kind ( `browse/openRulesheet/openPlayfield/tapVideo` ).

## Remote source datasets

- `/pinball/data/pinball_library.json`
- `/pinball/data/LPL_Stats.csv`
- `/pinball/data/LPL_Standings.csv`
- `/pinball/data/LPL_Targets.csv`
- `/pinball/data/redacted_players.csv`
- `/pinball/gameinfo/{slug}.md`
- `/pinball/rulesheets/{slug}.md`
- `/pinball/cache-manifest.json`
- `/pinball/cache-update-log.json`

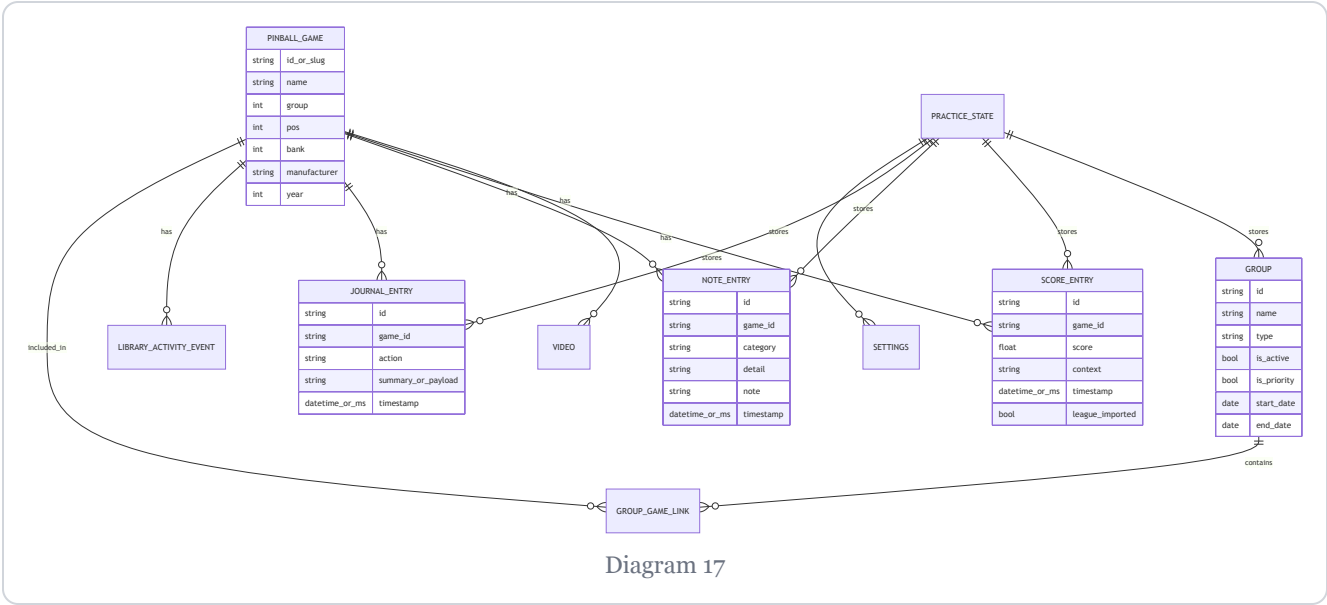
## Local storage locations

- Android
  - `SharedPreferences` : `practice-upgrade-state-v2` and related keys.
  - Cache filesystem: `pinball-data-cache` + `cache-index.json`.
- iOS
  - `UserDefaults` : `practice-state-json` (+ legacy key) and app-storage keys.
  - Cache filesystem: `Caches/pinball-data-cache` + `cache-index.json`.

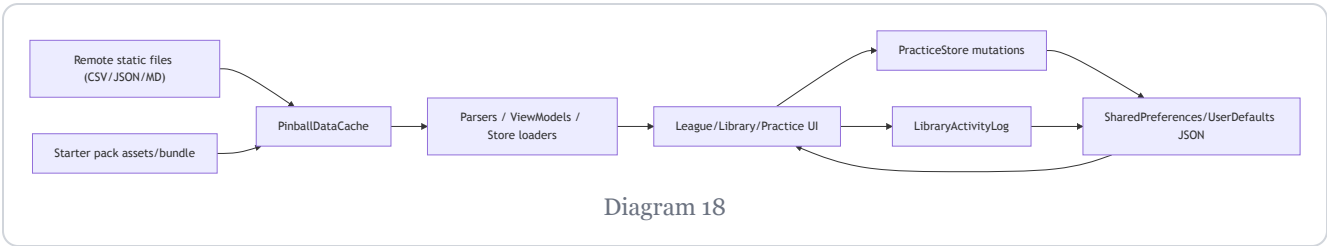
## Data loading, caching, update behavior

- Offline-first:
  - Prefer local cache if available.
  - Async/background revalidation to keep UI responsive.
- Starter pack seeding:
  - Assets/bundle preloaded for priority files and baseline data.
- Metadata-driven invalidation:
  - Manifest hashes + update-log removal events reconcile local cache.
- Graceful fallback:
  - If network fails and stale cache exists, stale content is served.
  - Missing-allowed paths are represented as missing entries.

# ER/Data model diagram



## 8. Data Flow Diagrams



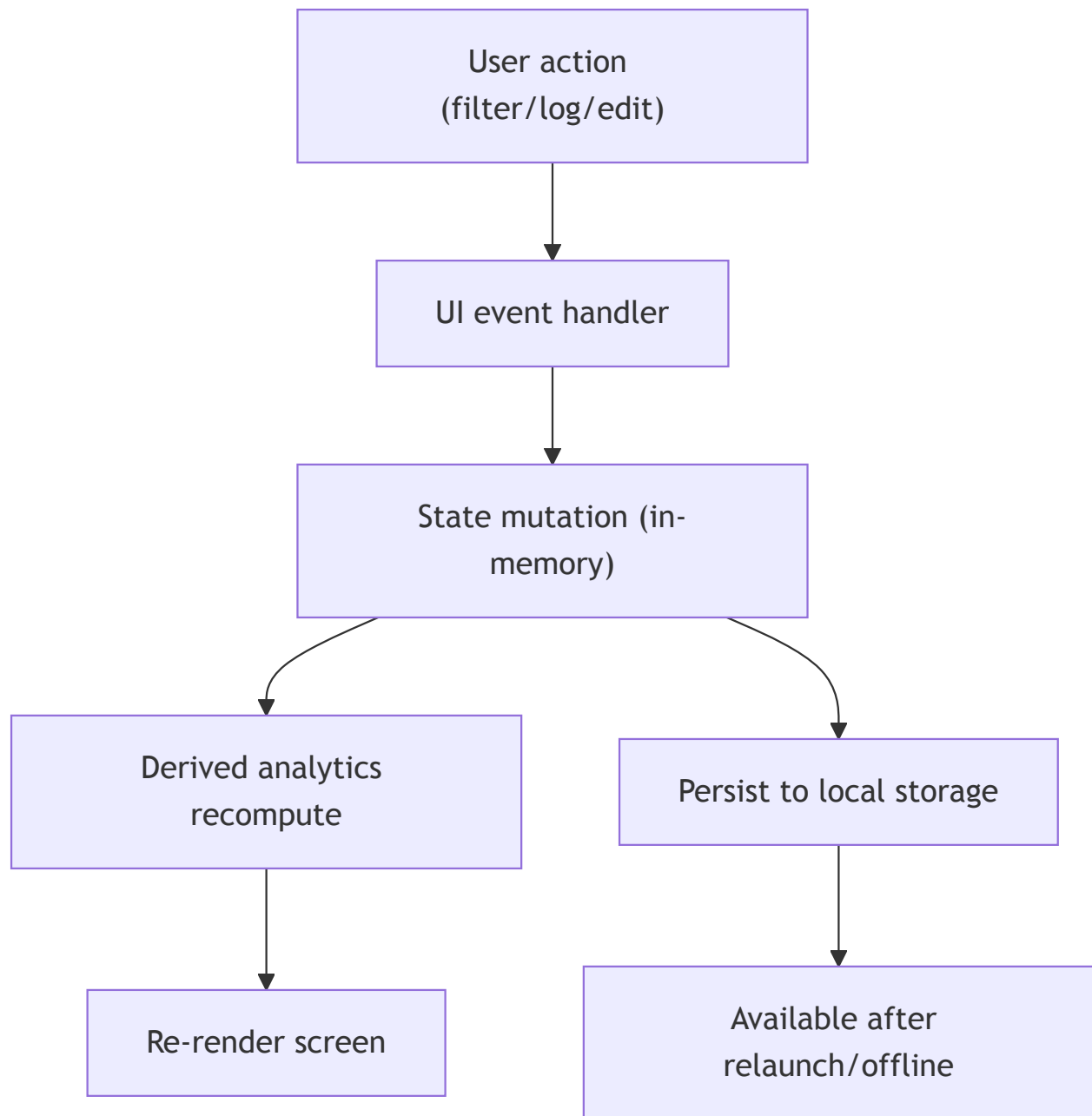
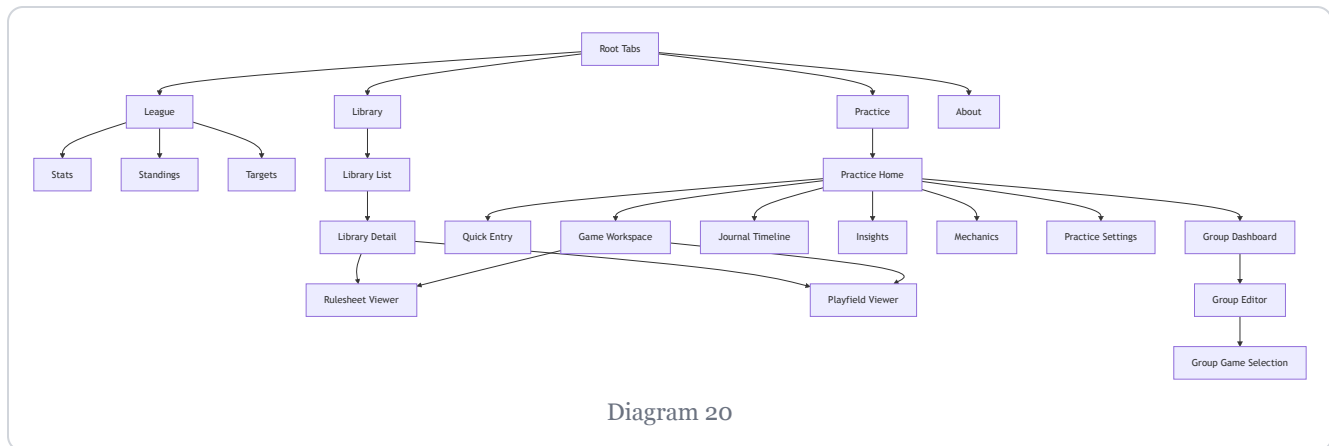


Diagram 19

## 9. Navigation Map



### Deep links

- No explicit deep-link URL handler implementation found in app code.
- Internal cross-tab navigation exists (iOS `AppNavigationModel.openLibraryGame`), but not OS-level URL deep links.
- Assumption: deep links are currently not exposed publicly.

## 10. Error, Offline, and Edge Cases

### Data load failures

- League and library screens render error/empty messages when dataset fetch/parsing fails.
- Practice load/save failures set error strings and fallback to empty/default state (especially on decode failure).

### Offline behavior

- Cache-first strategy serves local/starter content while offline.
- If a file was never cached and no starter fallback exists, screen can show empty/error state.
- Revalidation failures keep stale cached data.

### Sync/update conflicts

- No multi-device conflict resolution yet.
- “Cloud sync” is explicitly optional placeholder/phase label; state remains device-local.
- Assumption: last local write wins within current device session.

### Empty states

- Common explicit empty states:
  - No rows for selected filters.

- No games/groups selected.
- No videos listed.
- No journal events.
- No head-to-head overlap for selected players.

## Input validation and guardrails

- Quick entry validates required fields by mode (score values, tournament name, etc.).
  - Reset requires explicit "reset" confirmation text.
  - Group editor validates naming/order and supports delete confirmations.
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## 11. Final Architecture Summary

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Pinball App is a two-client, offline-first mobile architecture with shared product behavior across Android and iOS. Both apps consume static league/library datasets from `pillyliu.com`, cache them aggressively with manifest-based freshness checks, and render feature modules organized as `League`, `Library`, `Practice`, and `About`.

Data flow is straightforward: remote static content enters through `PinballDataCache`, gets parsed into UI/store state, and user-generated practice data is persisted locally (SharedPreferences/UserDefaults JSON). The `Practice` module is the most stateful subsystem, combining structured logging, analytics, groups, and settings into a single persisted state model, while `LibraryActivityLog` augments journal timelines with browsing study behavior.

Key architectural decisions are:

- Offline-first cache with starter-pack bootstrap and async revalidation.
- Static-content backend (read-only app perspective).
- Strong modular separation by feature domain.
- Local-first persistence for user practice workflows.
- Incremental, composable UI navigation per tab with nested feature routes.