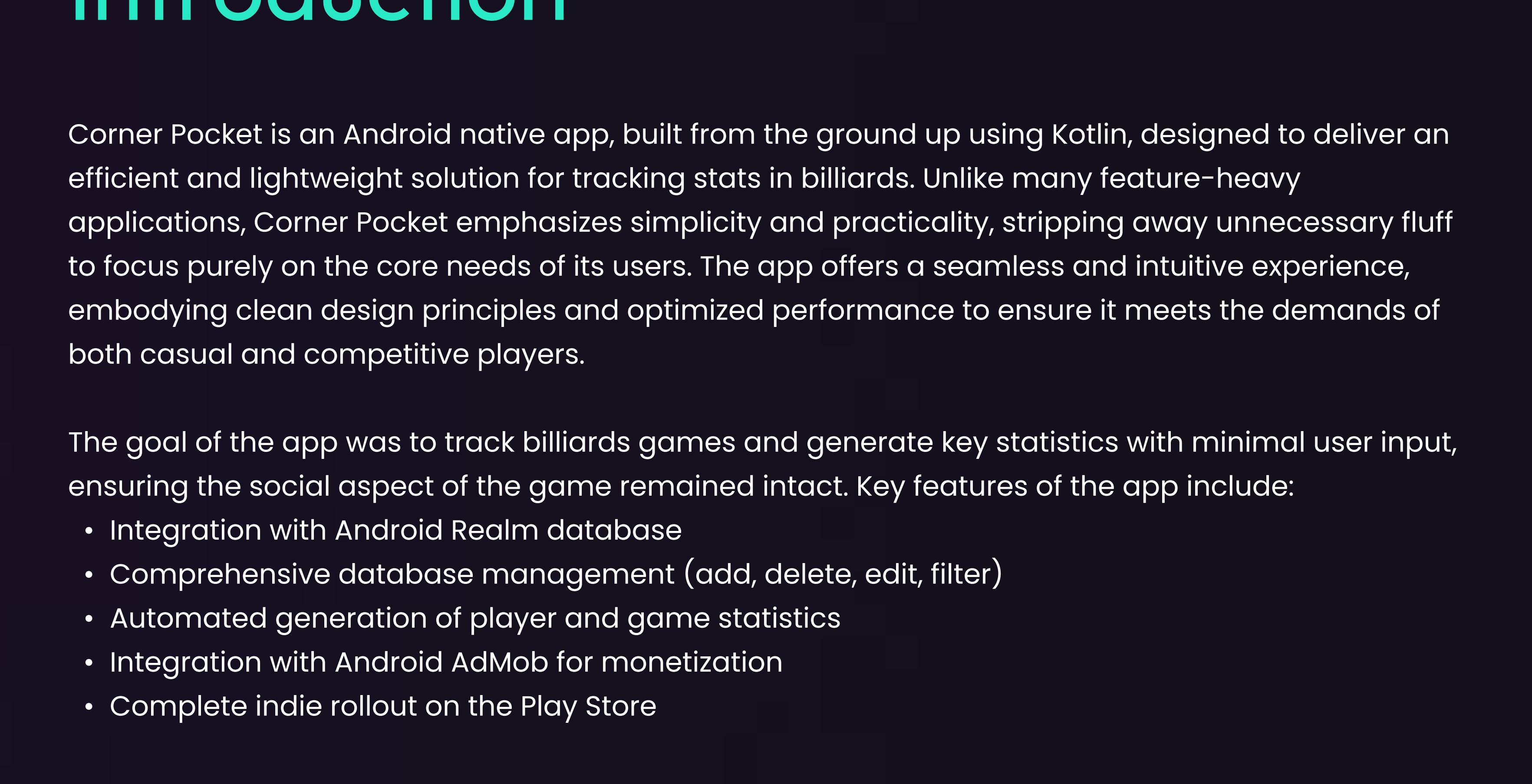


CORNER POCKET



Introduction

Corner Pocket is an Android native app, built from the ground up using Kotlin, designed to deliver an efficient and lightweight solution for tracking stats in billiards. Unlike many feature-heavy applications, Corner Pocket emphasizes simplicity and practicality, stripping away unnecessary fluff to focus purely on the core needs of its users. The app offers a seamless and intuitive experience, embodying clean design principles and optimized performance to ensure it meets the demands of both casual and competitive players.

The goal of the app was to track billiards games and generate key statistics with minimal user input, ensuring the social aspect of the game remained intact. Key features of the app include:

- Integration with Android Realm database
- Comprehensive database management (add, delete, edit, filter)
- Automated generation of player and game statistics
- Integration with Android AdMob for monetization
- Complete indie rollout on the Play Store

Key Problem

The primary challenge for Corner Pocket was designing a system that could collect meaningful and accurate statistics with minimal input from the user. This was essential to maintain the app's core philosophy: preserving the social and uninterrupted flow of a billiards game.

To tackle this, extensive time was invested in refining the user experience. Multiple design iterations and prototype revisions were conducted to identify and streamline the input process. Balancing usability with data accuracy required careful consideration of how users interact with the app during a game.

Key questions addressed during development included:

- What is the minimum information required to generate valuable statistics?
- How can the app intuitively guide the user without disrupting gameplay?
- How can error-prone or redundant steps be eliminated while maintaining data integrity?

Through iterative feedback and testing, the final solution was a lightweight process that allowed players to quickly input essential details without detracting from their game. This approach ensured that the app not only met its goal of providing actionable insights but also aligned with its user-first design principles.

Users

Corner Pocket was designed with frequent billiard players in mind—enthusiasts who value tracking their progress and improving their performance. These users often play casually or competitively and appreciate tools that provide meaningful insights into their gameplay without disrupting the social aspect of the sport.

Key characteristics of the target audience include:

- Regular Players: Individuals who engage in billiards multiple times a week and are keen to monitor their game statistics over time.
- Performance-Oriented: Players looking to identify strengths and weaknesses in their gameplay through data-driven insights.
- Social Gamers: People who enjoy the communal and interactive nature of billiards and prefer tools that seamlessly integrate into their games without becoming intrusive.

By focusing on these users, Corner Pocket aims to enhance the experience of playing billiards, providing valuable feedback and making it easy to track improvement without detracting from the joy and camaraderie of the game.

Process and Iterations

The design process for Corner Pocket was centered around simplicity and functionality. The goal was to create a lightweight app that provides essential features while maintaining an intuitive user experience. The process involved several steps to refine the layout and functionality of the app's key sections.

Determining the App's Core Sections

The first step was identifying the main areas the app would focus on:

1. New Game: For initiating and tracking games in real-time.
2. Game History: A straightforward list of past games for easy reference.
3. Game Stats: A display of key statistics to provide players with meaningful insights.

The Game History and Game Stats sections were relatively simple to design. The challenge was ensuring the stats were presented in a clear, engaging manner. After experimenting with different layouts, a clean and concise display method was chosen that balanced readability with aesthetic appeal.

Tackling the New Game Section

The New Game section proved to be the most complex and required the bulk of the design effort. The objective was to streamline the process of setting up and tracking games with minimal input from users, while still gathering all necessary data. This required extensive iterations and refinements.

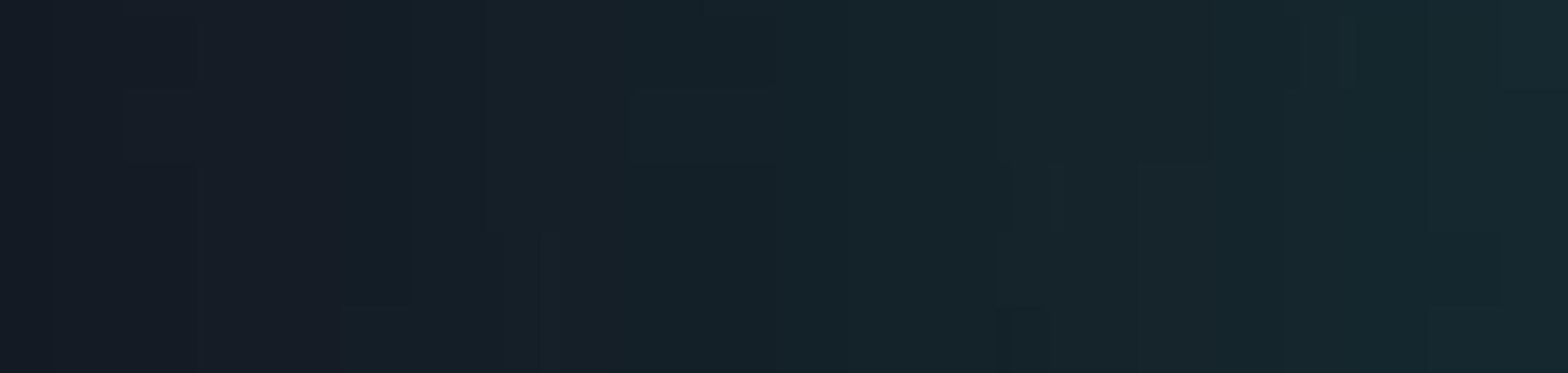
High-Fidelity Prototypes in Figma

To address these challenges, multiple high-fidelity prototypes were created using Figma. These prototypes allowed for rapid testing of ideas and helped iron out potential issues early in the design process. This hands-on approach ensured that the app remained intuitive and avoided unnecessary complexity.

By following a systematic design process and prioritizing user-centric simplicity, Corner Pocket achieved a balance between functionality and ease of use.

Home layout

For the app layout I initially opted for a more modern bottom navigation panel. However, after several design iterations, it became clear that navigating between sections felt less intuitive with this approach. Given the app's minimal number of sections, a single central hub ultimately provided a cleaner and more streamlined user experience, as reflected in the final design.



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This project was an invaluable learning experience, allowing me to refine my skills, explore new technologies, and take ownership of the complete app development lifecycle.