

FlipStats

Executive Feasibility Snapshot

Scope and cost assessment of a Firebase-backed online expansion for a niche Flip 7 live score-tracking app

Product concept

FlipStats is a focused companion app for Flip 7.

The product is designed for live hand entry, automatic score calculation, running totals, and lightweight history so a table can move through the game faster without manual arithmetic.

The concept phase evaluated whether the product should remain a local-first single-game utility or include a Firebase-backed online layer with cloud sync, shared history, and persistent player data. Prepared as an internal concept evaluation for product scope discipline, implementation effort, and backend cost exposure.



Executive decision

Launch FlipStats as a local-first utility and keep Firebase-backed online scope out of the initial product. Reason: the modeled Firestore cost remains commercially manageable, but the online layer would materially expand implementation time, account / sync complexity, and product surface area for an app that is expected to remain a highly specific single-game tool.

Local-first app

Live round entry, automatic totals, and on-device game history. Assessment: right-sized for MVP.

Firebase online extension

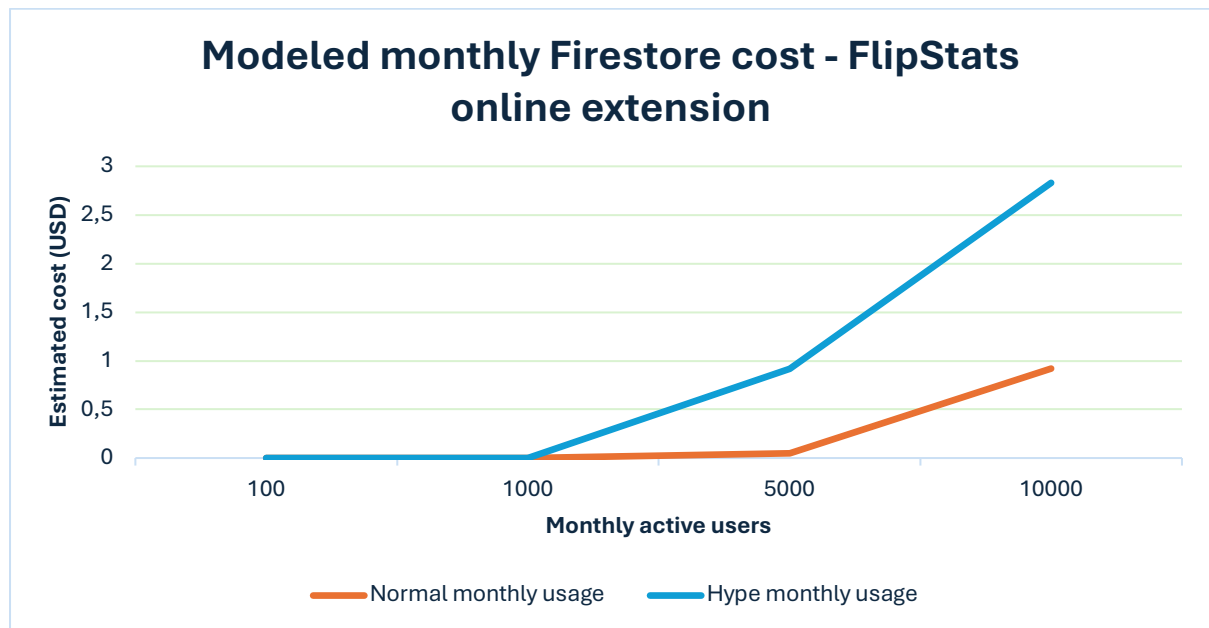
Cloud sync, shared history, and persistent player data. Assessment: financially viable, strategically oversized.

Upper stress test

\$2.83 modeled monthly Firestore cost at 10,000 monthly active users in the hype case. Interpretation: cost was not the decisive blocker.

Cost-growth view

Niche-oriented demand model shown below; the chart uses a compact Firestore benchmark and assumes usage is distributed broadly enough across the month for free-tier quotas to offset smaller traffic levels.



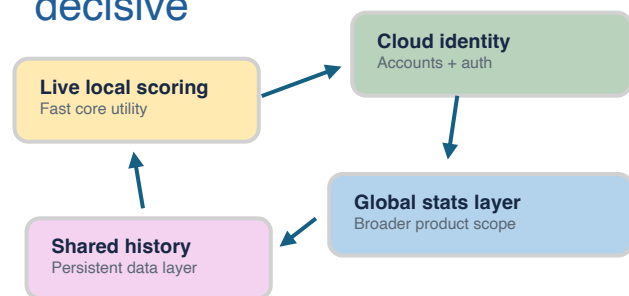
Note: the plotted curve is a management illustration. It uses a simplified Cloud Firestore operating model and excludes storage, bandwidth, tax, negotiated discounts, and unusual real-time listener patterns. Actual spend will vary with document structure, security rules, sync frequency, and traffic concentration.

Benchmark model and management interpretation

Illustrative benchmark assumptions

- 2-6 players per game; model uses 4 average players
- 1 completed game averages 8 rounds until a player reaches 200 points
- Normal case: 6 completed games per user / month
- Hype case: 12 completed games per user / month
- Compact Firestore benchmark: about 40 reads, 22 writes, and 2 deletes per completed game
- Monthly estimate applies current default Firestore rates beyond free quota and approximates free-tier usage as a 30-day month
- Model excludes storage, bandwidth, tax, negotiated discounts, and unusual listener spikes

Why the leverage becomes decisive



Why this matters: even low backend cost would have turned a fast single-game utility into a broader online product. The key decision factor was scope discipline: avoid adding account systems, sync states, and support overhead to a niche Flip 7 companion app when those features were not essential to its core job.

Decision framework

Monthly cost benchmark, scope-risk interpretation, and later portfolio context.

Monthly cost benchmark (USD)

Normal monthly usage benchmark

Monthly active users	Firestore
100	\$0
1,000	\$0
5,000	\$0.05
10,000	\$0.92

Hype monthly usage benchmark

Monthly active users	Firestore
100	\$0
1,000	\$0
5,000	\$0.92
10,000	\$2.83

Risk and management interpretation

Risk area	Impact	Operational response	Expected outcome
Product scope inflation	High	Keep FlipStats focused on live score entry, automatic calculation, and on-device history.	Faster delivery and clearer product identity.
Implementation time expansion	High	Avoid introducing auth, cloud schema, sync logic, security rules, and cross-device QA into the initial release.	Lower build complexity and quicker path to a usable app.
Operational overhead	Medium	Defer cloud monitoring, support, and data maintenance until a broader use case justifies them.	Reduced maintenance burden for a niche utility.
Market-size mismatch	High	Match feature depth to realistic audience size for a single-card-game companion app.	Product stays proportional to likely demand.

Management recommendation

FlipStats should remain a focused local-first Flip 7 tool. A Firebase-backed online layer is financially feasible, but it should not be added merely because it is technically possible. For this product, right-sized scope and shorter implementation time create more value than expanding into a cloud feature set with limited strategic upside.

The deferred Firebase-backed online direction was later transferred into a broader concept, Project Global Stats, which eventually became the app RivalStats. In that context, global online tracking across board games, online games, and real-life games against friends provided a much stronger reason to invest in cloud identity, shared history, and broader stat infrastructure. What this demonstrates: disciplined feature reduction based on product fit and delivery focus, while preserving a transferable backend concept for a broader future product. Benchmark input sources: official public pricing pages for Google Cloud Firestore and Firebase pricing documentation.