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SwiftUI for the user interface
SwiftData for local model
persistence

Firestore Auth for secure
sign-in

Cloud Firestore for synced
match data

Head-to-head stats and
leaderboards

RIVALSTATS

Technical Foundation of RivalStats

RivalStats is a fully native iOS app built in Swift and SwiftUI for structured match tracking, rivalry analysis, and account-based stat management on Apple devices. The app is designed to help users create players and games, record sessions, compare results, and review competitive performance in one streamlined workflow.

RivalStats supports custom game setups with different scoring models, reusable friend profiles, and searchable libraries for games and sessions. Users can track results over time, inspect detailed match history, and analyze rankings through automated statistics such as wins, draws, losses, win rate, points scored and conceded.

Built with modern Apple technologies and Firebase services, RivalStats combines a polished native interface with secure sign-in and cloud-backed data storage. Local models are managed efficiently on-device, while account-specific records for friends, games, and sessions can be synchronized and used for features such as head-to-head comparisons, leaderboards, and long-term rivalry tracking.

