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Capstone Title: Grandslam IPhone App
Capstone Advisor: Yana Sakellion, Graphic Design
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BY ANNA SCALAMOGNA

The Grandslam IPhone App helps baseball fans increase their chances of catching a homerun or foul ball at any game.

The app allows users to record caught homeruns and fouls balls including their location, the inning, pitcher and batter. This data is then compiled along with information from all app users to create an interactive map. The map shows the sections of the park most frequently hit. The app user can filter by right or left-handed hitters, home or away team, favorite players, their catches or a timeline.

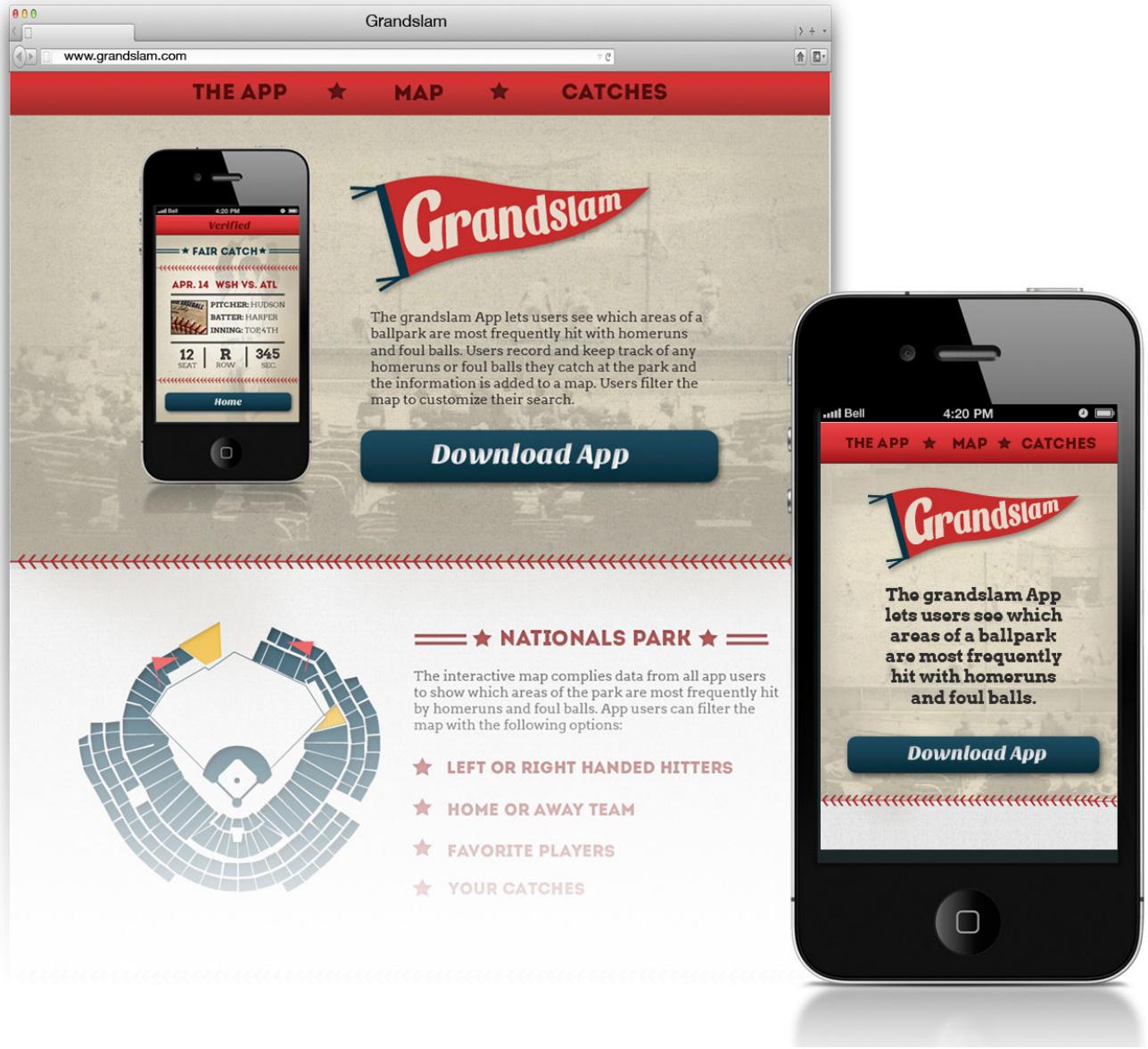
The app is designed to display information for an individual stadium and team. The grandslam prototype was designed for the Washington Nationals.

Watch the prototype animation: http://vimeo.com/65203648

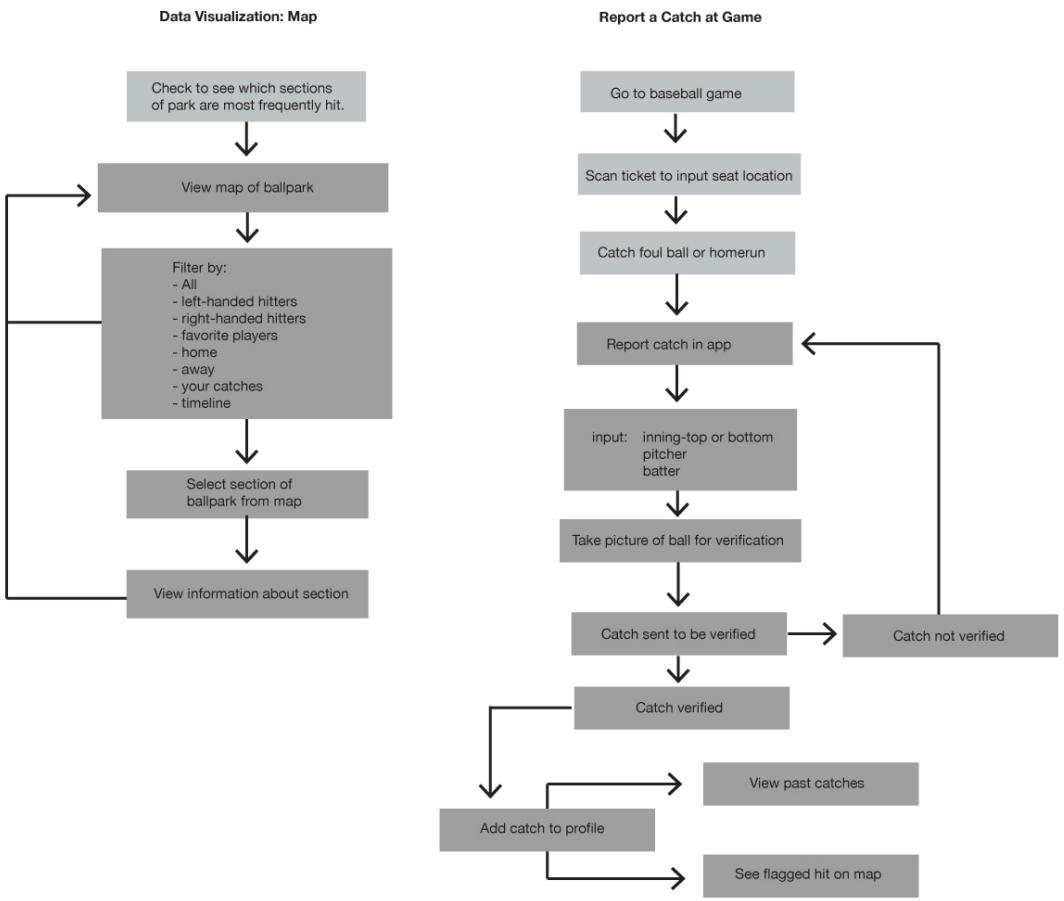
SCREEN DESIGNS: SPLASH, GAME DAY, PREFERENCES

SCREEN DESIGNS: MAP

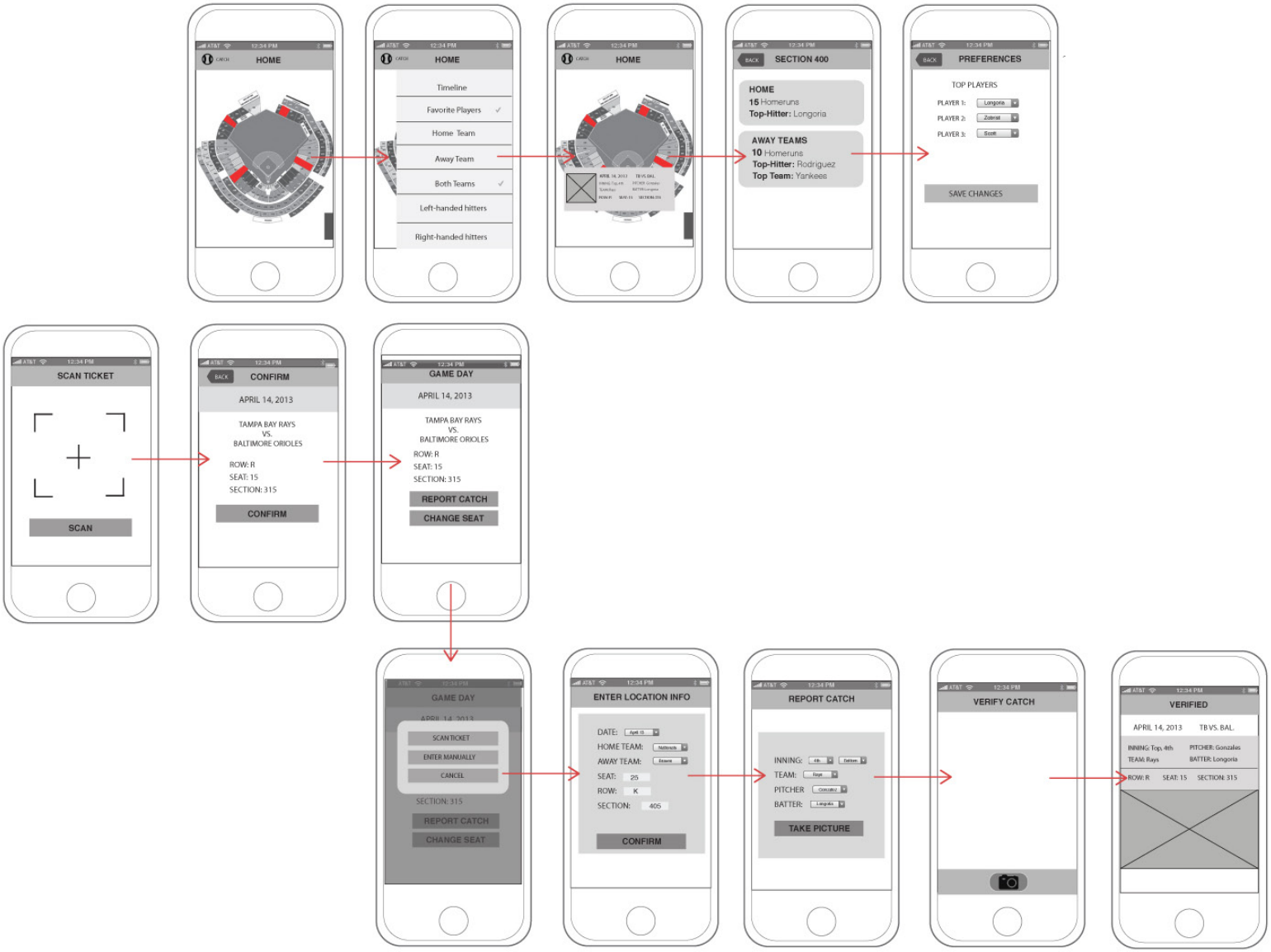
SCREEN DESIGNS: SECTION INFO, REPORT CATCH



RESPONSIVE LANDING PAGE FOR APP DOWNLOAD



PROCESS: FLOWCHART



PROCESS: WIREFRAMES