PRODUCT CASE STUDY · M V SAI RAVI KIRAN · PRODUCT OWNER

Aim Arena

Arcade and skill games for phones and tablets.

Role	Category	Live on	Status
Product Owner	Games	Web, Android	Live

Overview

A browser-based games portal featuring arcade and aiming experiences, including cannon and archery games.

Target users

Casual players looking for quick, ad-light sessions in the browser.

My role

Product Owner and independent product builder.

The user problem

Casual players need accessible games without a complicated installation or setup process.

Key product decisions

Provide browser-based skill games with an experience suited to phones and tablets.

1	Browser-based arcade games
2	Cannon Crate Smash
3	Archery simulation
4	Phone and tablet support

Trade-off

Favoured instant play with no sign-up over progression systems that add friction.

Verified outcomes

Published product website with the product experience and availability details.

Metric	Status
Active users	Not yet provided
Downloads / installs	Not yet provided
Store rating	Not yet provided
Retention	Not yet provided

Only figures backed by a source are reported. No metrics are estimated.

Signals I track next

- Games per session
- Next-day return rate
- Games abandoned mid-play

Evidence and links

Live website: https://enjoygames.xyz

Full case study: https://mvsairavikiran.com/projects/enjoygames · mvsairavikiran23@gmail.com · linkedin.com/in/mvsairavikiran