MemeCoin Dashboard V2.0 - Major Update Release

New Features

User Experience Enhancements

Daily Bonus System

- Users can now claim 50 MC every 24 hours
- Real-time countdown timer showing time until next bonus
- Automatic cooldown tracking prevents abuse
- Visual indicators for claim availability

Transfer System

- Send MemeCoin to other community members directly
- Quick-select preset amounts (10, 50, 100, 500 MC)
- Custom amount input for precise transfers
- Optional gift messages
- Transfer history logging
- Protection against self-transfers

Enhanced Statistics Dashboard

- Comprehensive personal stats tracking
- Activity breakdown (posts, comments, earnings)
- Flair progression visualization
- Progress bars showing completion to next tier
- Total earned vs. current balance display

Report System

- In-app bug reporting directly to r/MemeExchangeCommunism moderators
- Unfair practice/exploit reporting
- Automatic modmail integration
- Unique report ID tracking
- Detailed reporting guidelines

Shop Improvements

Pagination System

- Shop now displays 3 flairs per page (V1 showed all 10 at once)
- Previous/Next navigation buttons
- Page counter showing current position
- Improved mobile readability

Fixed Flair Purchase System

> ✅ **CRITICAL FIX:** Corrected mismatched flair template IDs

- Instant flair redemption (no more failed purchases)
- Visual feedback showing owned vs. available flairs
- "Need X more MC" messages for unaffordable items
- Tier-based progression (can't buy lower tiers if you own higher)
- All 10 tiers now purchasable: 🍞 New Memer → 🌌 Transcendent Memer

Leaderboard Overhaul

> ✅ **FIXED:** Extended from 8 users to unlimited with pagination

- 10 users per page with smooth navigation
- Player rank display showing your position in r/MemeExchangeCommunism
- "You" indicator highlighting your entry
- Medal system (🥇 🥈 🥉) for top 3 positions
- Color-coded backgrounds for visual hierarchy

Expanded Admin Panel

V2 introduces a completely redesigned admin interface with 4 dedicated sections:

User Management (IMPROVED)

- Adjust individual user balances (add/subtract MC)
- View detailed user statistics
- Grant maximum tier flair instantly (🌌 Transcendent Memer)
- Reset user accounts (balance, stats, flairs, bonuses)
- Paginated admin tools (2 per page for clarity)

Event Management (IMPROVED)

- Create reward multiplier events (1.5x, 2x, 3x, etc.)

- Set custom event titles and durations

- Visual active event display on user dashboard

- End events early if needed

- Event countdown timers

Bulk Operations (NEW)

- Give MC to all r/MemeExchangeCommunism users simultaneously

- Award top 10 leaderboard bonus

- Reset daily bonus cooldowns for all users

- Batch operations for special community events

System Configuration (NEW)

- View current reward rates (posts: 10 MC, comments: 5 MC, daily: 50 MC)

- Recalculate leaderboard rankings

- Clear leaderboard data for new seasons

- System information display (version, user count, flair count)

- Force refresh functionality

Anti-Cheat & Stability Features[Project Obsidian]

Deletion Penalty System

- Earned coins are revoked if posts/comments are deleted

- Prevents farming by creating and deleting content

- Tracked per individual post/comment

- Maintains economy balance in r/MemeExchangeCommunism

Transfer Safeguards

- Cannot send to yourself

- Validates recipient existence

- Checks for sufficient balance

- All transfers logged with timestamps

- Irreversible to prevent abuse

Daily Bonus Protection

- Strict 24-hour cooldown enforcement
- Server-side timestamp validation
- Cannot claim multiple times via refresh

Flair Purchase Validation

- Prevents purchasing owned flairs
- Enforces tier progression (no downgrading)
- Balance verification before purchase
- Atomic transactions prevent double-spending

Bug Fixes from V1

> ✅ **Critical Fixes**

- **Fixed:** Mismatched flair template IDs preventing purchases (V1's biggest issue)
- **Fixed:** Leaderboard limited to 8 users
- **Fixed:** No pagination causing UI overflow on mobile
- **Fixed:** Missing error handling in async operations
- **Fixed:** Console type errors (added DOM lib to TypeScript config)
- **Fixed:** Duplicate code sections causing compilation errors

Stability Improvements

- Proper error boundaries throughout application
- Loading states for all async operations
- Retry mechanisms for failed operations
- Graceful fallbacks for missing data
- Toast notifications for all user actions
- Removed 400+ TypeScript compilation errors

UI/UX Improvements

Navigation

- Unified navigation bar across all views
- 7 accessible sections (🏠 Home, 🛍️ Shop, 💸 Transfer, 📊 Stats, 🏆 Leaderboard, 🚩 Report, ⚙️ Admin)
- Visual active state indicators

- Emoji icons for quick recognition

Visual Design

- Color-coded sections for visual hierarchy
- Consistent spacing and padding
- Improved mobile responsiveness for r/MemeExchangeCommunism members
- Loading indicators and empty states
- Badge system for important information

Accessibility

- Clear button labels and states
- Disabled state for unavailable actions
- Color contrast improvements
- Descriptive error messages

V1 vs V2

Feature	V1	V2
Leaderboard	Limited to 8 users	Unlimited with pagination
Daily Bonus	None	50 MC every 24h
User Transfers	None	Full P2P system
Admin Options	2 tools only	4 comprehensive sections (20+ tools)
AntiCheat	None	Multiple protection layers,Bug & exploit reporting
Statistics Menu	None	Detailed personal tracking
Event System	Basic create/end	Enhanced with custom titles & timers
User Management	Manual coin adjustment only	Full suite (stats, reset, max flair)

Bulk Operations	None	All users, Top 10, Reset bonuses

Technical Improvements

Code Quality

- Complete TypeScript migration with proper typing
- Removed all duplicate code sections
- Fixed 400+ TypeScript errors
- Proper JSX structure throughout
- Consistent naming conventions
- Following Reddit Devvit best practices

Performance

- Optimized Redis queries
- Batched operations for bulk actions
- Reduced unnecessary re-renders
- Efficient pagination algorithms

Architecture

- Modular view system
- Reusable utility functions
- Proper separation of concerns
- Comprehensive error handling

Coming in Future Updates

- Transfer history viewer
- Achievement system
- Weekly community challenges
- Customizable reward rates via admin panel
- Season reset system with rewards
- Enhanced analytics dashboard
- Custom flair creation tool

Credits

Version: 2.0.0

Release Date: November 2025

Built For: r/MemeExchangeCommunism

Platform: Reddit Devvit

Framework: React + TypeScript + Redis

Built with ❤️ for the MemeExchangeCommunism community.

Support

Found a bug? Use the in-app report system (🚩 Report button) to notify r/MemeExchangeCommunism moderators directly!

Questions? Contact the mod team via modmail or create a post in r/MemeExchangeCommunism.