Transcript: How To Build A $10,000 Online Casino App With AI

Video ID: xMzJvLxLCGM

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**[00:00:00]** it might seem illegal but I built an

**[00:00:03]** entire online casino app without one

**[00:00:06]** single line of code and step by step I'm

**[00:00:09]** going to guide you on how to do the same

**[00:00:11]** thing in building an online casino app

**[00:00:13]** from scratch using only one AI tool

**[00:00:16]** we'll also create games like slots Dice

**[00:00:18]** and crash in the app so people can

**[00:00:21]** actually play them and place bats but

**[00:00:24]** this is not just any other regular video

**[00:00:26]** because besides showing you how to build

**[00:00:29]** the entire app from the ground up I'm

**[00:00:31]** also going to be showing you how to

**[00:00:33]** connect it to a database how to create

**[00:00:35]** user authentication and later how you

**[00:00:38]** can connect it to stripe so that you can

**[00:00:41]** start making money from the first day of

**[00:00:43]** launch now everything you need to know

**[00:00:46]** to start an online casino app and this

**[00:00:49]** is all without having any knowledge at

**[00:00:51]** all about coding we're going to use the

**[00:00:54]** power of AI to create something similar

**[00:00:58]** to stake it's a platform that handles

**[00:01:01]** billions ineds every year now I've

**[00:01:03]** tested many tools over the past couple

**[00:01:05]** of months and this one AI tool is simply

**[00:01:09]** the easiest and the fastest way to

**[00:01:11]** create an app especially if you've never

**[00:01:13]** done one before you can ask it to build

**[00:01:16]** anything and if something isn't working

**[00:01:18]** you can simply ask it again to solve the

**[00:01:20]** error all by itself and it'll be

**[00:01:22]** resolved and again all without you or I

**[00:01:25]** having any knowledge of coding creating

**[00:01:28]** a prompt now before diving into repet I

**[00:01:31]** first use chat GPT to help me craft the

**[00:01:35]** perfect prompt now since we're building

**[00:01:37]** something similar to stake I asked chat

**[00:01:40]** GPT to write a comprehensive prompt that

**[00:01:43]** would capture all the essential features

**[00:01:45]** we'll need in our app I simply told chat

**[00:01:48]** GPT help me write a prompt for repet to

**[00:01:52]** create an online casino app similar to

**[00:01:55]** stake including user authentication and

**[00:01:58]** core casino games like slots Dice and

**[00:02:01]** crash after that chat GPT then helped me

**[00:02:05]** create this well structured prompt which

**[00:02:07]** I'm now going to copy and paste over

**[00:02:09]** into repin I want to create a fully

**[00:02:12]** functional online casino app similar to

**[00:02:15]** stake using Reet the app should include

**[00:02:18]** a modern UI seamless user experience and

**[00:02:22]** essential casino games and the main

**[00:02:24]** features should include user

**[00:02:26]** authentication with secure sign up and l

**[00:02:30]** in and three core games which we

**[00:02:32]** mentioned earlier slots with randomized

**[00:02:34]** real mechanics dice with classic crypto

**[00:02:37]** Casino style gameplay and crash with

**[00:02:39]** multiplier based mechanics all right so

**[00:02:42]** let's start by going to the repet

**[00:02:44]** homepage which you'll see after

**[00:02:47]** purchasing a repet subscription and of

**[00:02:50]** course doing that will give you access

**[00:02:52]** here to the repet agent when you see

**[00:02:55]** what do you want to make today that's

**[00:02:56]** your CU and we'll paste in our chat GPT

**[00:02:59]** T crafted prompt now it will analyze our

**[00:03:03]** request and propose a development plan

**[00:03:06]** and we can see additional suggestion

**[00:03:08]** features such as some other things but

**[00:03:11]** for now we'll uncheck all of them first

**[00:03:13]** and focus on our core functionality

**[00:03:16]** setting up basic structure now repet is

**[00:03:19]** generating our initial code base user

**[00:03:22]** authentication is essential replit sets

**[00:03:25]** up the basic structure including a

**[00:03:27]** landing page with login and registration

**[00:03:30]** options a secure authentication flow and

**[00:03:33]** of course a foundational game Lobby now

**[00:03:36]** we'll wait for the agent to create all

**[00:03:37]** of the code that we need from the prompt

**[00:03:40]** provided now here we can see that the

**[00:03:42]** agent automatically fixes any errors

**[00:03:45]** that pop up and once the generation is

**[00:03:48]** complete you'll see the login and

**[00:03:50]** registration placeholder and if any

**[00:03:53]** errors appear during this process at all

**[00:03:55]** we'll need to copy the error message and

**[00:03:58]** then send it back to the replic agent

**[00:04:00]** for any resolutions adding games now

**[00:04:03]** we're kicking things off with our first

**[00:04:04]** game slots now the goal here is to build

**[00:04:08]** a slot machine featuring a 3X3 grid of

**[00:04:11]** symbols random number generation for

**[00:04:14]** symbol selection winning line detection

**[00:04:17]** spinning reel animations and win

**[00:04:20]** multiplier calculations just send the

**[00:04:22]** request to the rep agent and it'll take

**[00:04:24]** care of the rest for us now while we

**[00:04:26]** were waiting let me explore some of the

**[00:04:28]** customizations available to us here we

**[00:04:30]** can see the screen size theme Etc let's

**[00:04:34]** go ahead and click on the themes and

**[00:04:35]** then let's change it to light mode Let's

**[00:04:38]** register first and then click register

**[00:04:41]** now you might notice another error here

**[00:04:43]** you can dismiss it by clicking outside

**[00:04:45]** pressing the Escape key or fixing the

**[00:04:48]** code the agent immediately analyzes the

**[00:04:52]** problem or error as soon as we mention

**[00:04:54]** it so let's go ahead and give it another

**[00:04:56]** try now I have already registered the

**[00:04:59]** account out so let's move on there are

**[00:05:01]** already three games available but we'll

**[00:05:04]** make sure everything is working properly

**[00:05:07]** and then we'll introduce them one at a

**[00:05:09]** time so if you happen to run into any

**[00:05:12]** errors with the random number generation

**[00:05:15]** it is kind of pretty common when you're

**[00:05:17]** first setting up the game no worries all

**[00:05:20]** we have to do is just ask the repet

**[00:05:23]** agent to switch to a cryptographically

**[00:05:26]** secure random number generator for the

**[00:05:28]** slot machine results to be able to keep

**[00:05:30]** things fair and balanced now give the

**[00:05:33]** button another click and we might

**[00:05:35]** encounter another error here but again

**[00:05:37]** no worries at all to make sure

**[00:05:39]** everything runs smoothly we can simply

**[00:05:42]** ask the replic agent to create the

**[00:05:44]** database and that should pretty much do

**[00:05:47]** the trick you can really see how

**[00:05:50]** effortlessly the agent Works doing all

**[00:05:52]** the work for us making it easy to create

**[00:05:55]** a fully functional app tailored to your

**[00:05:57]** needs and we might run into another era

**[00:06:00]** here but no worries let's go ahead and

**[00:06:02]** tackle it let's go ahead and register

**[00:06:05]** again and once we're done we'll give the

**[00:06:07]** slots of try everything should work

**[00:06:10]** perfectly let's go ahead and add the

**[00:06:12]** dice game next and since we already have

**[00:06:14]** the basics down pretty good stuff let's

**[00:06:17]** make sure it runs smoothly by guiding

**[00:06:19]** the agent on the gameplay mechanics

**[00:06:22]** we'll have repet create a classic dice

**[00:06:26]** game where players can pick a number

**[00:06:28]** between one to to 100 and place bets on

**[00:06:32]** over or under that number check out

**[00:06:35]** their win probability view Roll history

**[00:06:38]** and then tweak their beted sizes testing

**[00:06:41]** the probability calculations and Roll

**[00:06:43]** History storage is crucial at this stage

**[00:06:46]** so let's go ahead and get rolling now

**[00:06:48]** we've got the game set up with the

**[00:06:50]** features we wanted great so now let's go

**[00:06:53]** ahead and put it to test by placing a

**[00:06:55]** bet of 100 roll for a number under your

**[00:06:58]** Chosen One adjust the winning chance to

**[00:07:02]** 74.5% and roll awesome after clicking

**[00:07:06]** the roll you can see the recent rolls

**[00:07:08]** displayed right here and it's great to

**[00:07:10]** see that everything is functioning

**[00:07:12]** perfectly as we plann now we're ready to

**[00:07:15]** dive into our final game crash now this

**[00:07:18]** exciting game will feature a realtime

**[00:07:21]** multiplier display an automatic Cash Out

**[00:07:24]** options a game history graph live player

**[00:07:27]** bets display and crash Point generation

**[00:07:31]** using verifiable Randomness now the key

**[00:07:34]** here is to ensure the randomness is both

**[00:07:37]** fair and verifiable let's hit submit and

**[00:07:40]** see what happens next we might need a

**[00:07:43]** little bit more patience during this

**[00:07:44]** part all right let's give it a go and it

**[00:07:47]** looks like everything is running pretty

**[00:07:50]** smoothly now the interface now with our

**[00:07:53]** games up and running it's time to

**[00:07:55]** elevate the user experience we'll ask

**[00:07:58]** repet to transform the UI giving it a

**[00:08:01]** Sleek professional look imagine a dark

**[00:08:04]** theme with vibrant accent colors a

**[00:08:07]** design that adapts seamlessly to any

**[00:08:09]** screen size smooth animated transitions

**[00:08:13]** between games and intuitive betting

**[00:08:15]** controls along with a clear display of

**[00:08:18]** game statistics let's see how good repel

**[00:08:21]** it actually is right the user experience

**[00:08:24]** will be enhanced with features like

**[00:08:27]** balance display and bet hisory history

**[00:08:30]** profile settings transaction history

**[00:08:32]** even and responsible gaming limits now

**[00:08:36]** each of these elements needs to be

**[00:08:38]** carefully tested to ensure smooth

**[00:08:40]** functionality testing and debugging now

**[00:08:43]** you might encounter random number

**[00:08:46]** generation errors or game State

**[00:08:49]** synchronization issues but really no

**[00:08:51]** worries cuz all we got to do is grab

**[00:08:54]** that error message and then shoot it on

**[00:08:56]** over to the replate agent asking for

**[00:08:58]** help with the specific problem in our

**[00:09:00]** game the repli agent will get us back on

**[00:09:03]** track in no time now we'll add some

**[00:09:05]** final polish with some sound effects for

**[00:09:07]** wins and actions some helpful tool tips

**[00:09:10]** for new users proper loading States for

**[00:09:13]** a better user experience and clear error

**[00:09:16]** message for invalid actions and by the

**[00:09:18]** way it's also possible to upload your

**[00:09:21]** own sound effects and repet will make

**[00:09:23]** sure it gets into your game now let's

**[00:09:26]** dive in and see how it looks now and it

**[00:09:29]** looks like we might have hit another

**[00:09:30]** error so let's go ahead and fix it no

**[00:09:32]** biggie no problem now the game works

**[00:09:35]** smoothly now and so let's dive into

**[00:09:37]** advanced administrative and Community

**[00:09:40]** features that will help to elevate user

**[00:09:43]** engagement and give you more control

**[00:09:45]** over the platform now it's time to level

**[00:09:48]** up with some serious administrative

**[00:09:51]** power let's have replit generate a Sleek

**[00:09:55]** admin dashboard locked down for

**[00:09:57]** authorized eyes only and giving us full

**[00:10:00]** control over the action behind the

**[00:10:02]** scenes so tell the repit agent create an

**[00:10:06]** admin panel with user management

**[00:10:08]** capabilities game control settings and

**[00:10:11]** an analytics dashboard include secure

**[00:10:15]** role-based access control to ensure only

**[00:10:19]** authorized administrators can access

**[00:10:22]** these

**[00:10:23]** features and as repet generates the code

**[00:10:26]** let's dive into what's coming together

**[00:10:28]** now user management takes Center Stage

**[00:10:31]** giving administrators full control over

**[00:10:34]** the platform they can oversee all

**[00:10:37]** registered users they can enforce

**[00:10:40]** policies by Banning or unbanning

**[00:10:42]** accounts and also dig into more detailed

**[00:10:45]** transaction histories need to reset

**[00:10:48]** admins can also handle password changes

**[00:10:52]** ensuring smooth operations and of course

**[00:10:55]** security now let's ensure that

**[00:10:57]** administrators have full oversight of

**[00:11:00]** user management they must be able to

**[00:11:03]** view a complete list of registered users

**[00:11:07]** be able to enforce policies by Banning

**[00:11:10]** or unbanning accounts and access

**[00:11:12]** detailed transaction histories

**[00:11:15]** additionally they should also have the

**[00:11:17]** ability to reset user passwords when

**[00:11:20]** necessary now simply we'll just go ahead

**[00:11:22]** and prompt all of that and click submit

**[00:11:25]** so far it's looking good ensure that

**[00:11:27]** administrators have full control over

**[00:11:30]** game settings they should be able to

**[00:11:33]** adjust and then now return to player RTP

**[00:11:36]** rates for each game modify house Edge

**[00:11:39]** parameters and set bidding limits and

**[00:11:42]** maximum payouts additionally they must

**[00:11:44]** be able to configure game specific

**[00:11:47]** settings such as slot machine symbol

**[00:11:50]** frequencies uh crash game curve

**[00:11:52]** parameters and dice game probability

**[00:11:55]** ranges all right now we'll click submit

**[00:11:58]** and then just wait it out and the agent

**[00:12:01]** wants to know if the settings are

**[00:12:03]** working correctly so let's go ahead and

**[00:12:06]** test it out and yep we ran into another

**[00:12:08]** error but again no worries we'll just

**[00:12:10]** send it over to the agent copy paste it

**[00:12:12]** over and then let the rep agent take

**[00:12:14]** care of it simple as that all right now

**[00:12:17]** it is working properly our goal in the

**[00:12:19]** analytics dashboard is that it should

**[00:12:22]** offer Dynamic insights into our

**[00:12:26]** platform's performance it should let us

**[00:12:28]** also track active players in real time

**[00:12:31]** also to allow us to dive deep into

**[00:12:34]** Revenue across different game types and

**[00:12:36]** visualize user activity with intuitive

**[00:12:39]** heat Maps Financial reports also should

**[00:12:42]** be coming with detailed projections to

**[00:12:44]** be able to help us plan ahead plus the

**[00:12:47]** buil-in risk analysis tool empowers us

**[00:12:49]** to spot potential issues before they

**[00:12:52]** even escalate and this ensures that

**[00:12:54]** we're always one step ahead now let's

**[00:12:56]** prompt that and see what we'll get and

**[00:12:59]** so far works perfectly now let's enhance

**[00:13:03]** user engagement of course with social

**[00:13:05]** features let's tell the repit agent add

**[00:13:08]** a live chat system and competitive

**[00:13:10]** leaderboards to create more engaging

**[00:13:13]** Community experience add that we'll have

**[00:13:17]** a global chat room for all players and

**[00:13:19]** game specific chat rooms administrators

**[00:13:22]** will have basic moderation tools and

**[00:13:26]** users can use emojis and basic

**[00:13:28]** formatting the system will preserve chat

**[00:13:31]** history for moderation purposes now we

**[00:13:34]** can move on forward to the leaderboards

**[00:13:36]** and we'll prompt to repet ensure that

**[00:13:39]** the leader boards will show weekly and

**[00:13:41]** monthly rankings with separate boards

**[00:13:44]** for each game type players can compete

**[00:13:48]** for biggest wins highest multipliers

**[00:13:50]** most games played and total wagered

**[00:13:52]** amount now we'll click submit and check

**[00:13:55]** it out now the layouts of the

**[00:13:57]** leaderboard just over lapse in the

**[00:13:59]** sidebar therefore we need to polish this

**[00:14:02]** a little bit and now it's looking better

**[00:14:05]** as with our previous features you might

**[00:14:07]** encounter some common issues and that's

**[00:14:09]** okay if the admin panel for example

**[00:14:12]** shows authentication errors just tell

**[00:14:14]** the replate agent please fix the admin

**[00:14:17]** authentication system to ensure proper

**[00:14:20]** role-based access control and now it

**[00:14:23]** works perfectly fine for slow

**[00:14:26]** leaderboard updates request repet to

**[00:14:29]** optimize the leaderboard calculation

**[00:14:31]** system for better

**[00:14:32]** performance oh the layout of the

**[00:14:35]** leaderboard is not looking too good so

**[00:14:37]** let me provide another prompt to the

**[00:14:39]** repet agent it's crucial to test each

**[00:14:43]** new feature thoroughly and try accessing

**[00:14:45]** the admin panel with both admin and

**[00:14:48]** regular user accounts test the chat

**[00:14:51]** functionality across different games and

**[00:14:54]** make sure leaderboard updates happen

**[00:14:56]** after significant wins and then verify

**[00:14:59]** that all analytics data is accurate and

**[00:15:02]** updating in real time now before

**[00:15:05]** wrapping up we'll want to ensure that

**[00:15:07]** all new features are properly integrated

**[00:15:10]** with the existing codebase so we'll ask

**[00:15:13]** repit to please review and optimize the

**[00:15:16]** integration between the new admin panel

**[00:15:19]** the chat system and our existing Casino

**[00:15:23]** features ensure that all systems are

**[00:15:25]** properly secured and performance is

**[00:15:28]** optimized and with these additions now

**[00:15:31]** your casino app has professional grade

**[00:15:35]** administrative tools and of course

**[00:15:37]** Community features that rival even more

**[00:15:40]** major platforms now the admin panel

**[00:15:43]** gives you complete control over your

**[00:15:45]** platform while the social features help

**[00:15:48]** you to build an Engaged user

**[00:15:50]** community and just like that we've built

**[00:15:53]** a whole app within the repet agent and

**[00:15:56]** we could do it the same way for

**[00:15:57]** connecting the app to stripe 2 all you

**[00:16:00]** got to do is watch my previous video on

**[00:16:03]** this channel where I show again step by

**[00:16:06]** step on how to implement stripe and

**[00:16:08]** receive payments from your users thanks

**[00:16:11]** for watching let me know what you think

**[00:16:12]** in the comments below and I'll see you

**[00:16:14]** at the next one

# Full Text (without timestamps)

it might seem illegal but I built an entire online casino app without one single line of code and step by step I'm going to guide you on how to do the same thing in building an online casino app from scratch using only one AI tool we'll also create games like slots Dice and crash in the app so people can actually play them and place bats but this is not just any other regular video because besides showing you how to build the entire app from the ground up I'm also going to be showing you how to connect it to a database how to create user authentication and later how you can connect it to stripe so that you can start making money from the first day of launch now everything you need to know to start an online casino app and this is all without having any knowledge at all about coding we're going to use the power of AI to create something similar to stake it's a platform that handles billions ineds every year now I've tested many tools over the past couple of months and this one AI tool is simply the easiest and the fastest way to create an app especially if you've never done one before you can ask it to build anything and if something isn't working you can simply ask it again to solve the error all by itself and it'll be resolved and again all without you or I having any knowledge of coding creating a prompt now before diving into repet I first use chat GPT to help me craft the perfect prompt now since we're building something similar to stake I asked chat GPT to write a comprehensive prompt that would capture all the essential features we'll need in our app I simply told chat GPT help me write a prompt for repet to create an online casino app similar to stake including user authentication and core casino games like slots Dice and crash after that chat GPT then helped me create this well structured prompt which I'm now going to copy and paste over into repin I want to create a fully functional online casino app similar to stake using Reet the app should include a modern UI seamless user experience and essential casino games and the main features should include user authentication with secure sign up and l in and three core games which we mentioned earlier slots with randomized real mechanics dice with classic crypto Casino style gameplay and crash with multiplier based mechanics all right so let's start by going to the repet homepage which you'll see after purchasing a repet subscription and of course doing that will give you access here to the repet agent when you see what do you want to make today that's your CU and we'll paste in our chat GPT T crafted prompt now it will analyze our request and propose a development plan and we can see additional suggestion features such as some other things but for now we'll uncheck all of them first and focus on our core functionality setting up basic structure now repet is generating our initial code base user authentication is essential replit sets up the basic structure including a landing page with login and registration options a secure authentication flow and of course a foundational game Lobby now we'll wait for the agent to create all of the code that we need from the prompt provided now here we can see that the agent automatically fixes any errors that pop up and once the generation is complete you'll see the login and registration placeholder and if any errors appear during this process at all we'll need to copy the error message and then send it back to the replic agent for any resolutions adding games now we're kicking things off with our first game slots now the goal here is to build a slot machine featuring a 3X3 grid of symbols random number generation for symbol selection winning line detection spinning reel animations and win multiplier calculations just send the request to the rep agent and it'll take care of the rest for us now while we were waiting let me explore some of the customizations available to us here we can see the screen size theme Etc let's go ahead and click on the themes and then let's change it to light mode Let's register first and then click register now you might notice another error here you can dismiss it by clicking outside pressing the Escape key or fixing the code the agent immediately analyzes the problem or error as soon as we mention it so let's go ahead and give it another try now I have already registered the account out so let's move on there are already three games available but we'll make sure everything is working properly and then we'll introduce them one at a time so if you happen to run into any errors with the random number generation it is kind of pretty common when you're first setting up the game no worries all we have to do is just ask the repet agent to switch to a cryptographically secure random number generator for the slot machine results to be able to keep things fair and balanced now give the button another click and we might encounter another error here but again no worries at all to make sure everything runs smoothly we can simply ask the replic agent to create the database and that should pretty much do the trick you can really see how effortlessly the agent Works doing all the work for us making it easy to create a fully functional app tailored to your needs and we might run into another era here but no worries let's go ahead and tackle it let's go ahead and register again and once we're done we'll give the slots of try everything should work perfectly let's go ahead and add the dice game next and since we already have the basics down pretty good stuff let's make sure it runs smoothly by guiding the agent on the gameplay mechanics we'll have repet create a classic dice game where players can pick a number between one to to 100 and place bets on over or under that number check out their win probability view Roll history and then tweak their beted sizes testing the probability calculations and Roll History storage is crucial at this stage so let's go ahead and get rolling now we've got the game set up with the features we wanted great so now let's go ahead and put it to test by placing a bet of 100 roll for a number under your Chosen One adjust the winning chance to 74.5% and roll awesome after clicking the roll you can see the recent rolls displayed right here and it's great to see that everything is functioning perfectly as we plann now we're ready to dive into our final game crash now this exciting game will feature a realtime multiplier display an automatic Cash Out options a game history graph live player bets display and crash Point generation using verifiable Randomness now the key here is to ensure the randomness is both fair and verifiable let's hit submit and see what happens next we might need a little bit more patience during this part all right let's give it a go and it looks like everything is running pretty smoothly now the interface now with our games up and running it's time to elevate the user experience we'll ask repet to transform the UI giving it a Sleek professional look imagine a dark theme with vibrant accent colors a design that adapts seamlessly to any screen size smooth animated transitions between games and intuitive betting controls along with a clear display of game statistics let's see how good repel it actually is right the user experience will be enhanced with features like balance display and bet hisory history profile settings transaction history even and responsible gaming limits now each of these elements needs to be carefully tested to ensure smooth functionality testing and debugging now you might encounter random number generation errors or game State synchronization issues but really no worries cuz all we got to do is grab that error message and then shoot it on over to the replate agent asking for help with the specific problem in our game the repli agent will get us back on track in no time now we'll add some final polish with some sound effects for wins and actions some helpful tool tips for new users proper loading States for a better user experience and clear error message for invalid actions and by the way it's also possible to upload your own sound effects and repet will make sure it gets into your game now let's dive in and see how it looks now and it looks like we might have hit another error so let's go ahead and fix it no biggie no problem now the game works smoothly now and so let's dive into advanced administrative and Community features that will help to elevate user engagement and give you more control over the platform now it's time to level up with some serious administrative power let's have replit generate a Sleek admin dashboard locked down for authorized eyes only and giving us full control over the action behind the scenes so tell the repit agent create an admin panel with user management capabilities game control settings and an analytics dashboard include secure role-based access control to ensure only authorized administrators can access these features and as repet generates the code let's dive into what's coming together now user management takes Center Stage giving administrators full control over the platform they can oversee all registered users they can enforce policies by Banning or unbanning accounts and also dig into more detailed transaction histories need to reset admins can also handle password changes ensuring smooth operations and of course security now let's ensure that administrators have full oversight of user management they must be able to view a complete list of registered users be able to enforce policies by Banning or unbanning accounts and access detailed transaction histories additionally they should also have the ability to reset user passwords when necessary now simply we'll just go ahead and prompt all of that and click submit so far it's looking good ensure that administrators have full control over game settings they should be able to adjust and then now return to player RTP rates for each game modify house Edge parameters and set bidding limits and maximum payouts additionally they must be able to configure game specific settings such as slot machine symbol frequencies uh crash game curve parameters and dice game probability ranges all right now we'll click submit and then just wait it out and the agent wants to know if the settings are working correctly so let's go ahead and test it out and yep we ran into another error but again no worries we'll just send it over to the agent copy paste it over and then let the rep agent take care of it simple as that all right now it is working properly our goal in the analytics dashboard is that it should offer Dynamic insights into our platform's performance it should let us also track active players in real time also to allow us to dive deep into Revenue across different game types and visualize user activity with intuitive heat Maps Financial reports also should be coming with detailed projections to be able to help us plan ahead plus the buil-in risk analysis tool empowers us to spot potential issues before they even escalate and this ensures that we're always one step ahead now let's prompt that and see what we'll get and so far works perfectly now let's enhance user engagement of course with social features let's tell the repit agent add a live chat system and competitive leaderboards to create more engaging Community experience add that we'll have a global chat room for all players and game specific chat rooms administrators will have basic moderation tools and users can use emojis and basic formatting the system will preserve chat history for moderation purposes now we can move on forward to the leaderboards and we'll prompt to repet ensure that the leader boards will show weekly and monthly rankings with separate boards for each game type players can compete for biggest wins highest multipliers most games played and total wagered amount now we'll click submit and check it out now the layouts of the leaderboard just over lapse in the sidebar therefore we need to polish this a little bit and now it's looking better as with our previous features you might encounter some common issues and that's okay if the admin panel for example shows authentication errors just tell the replate agent please fix the admin authentication system to ensure proper role-based access control and now it works perfectly fine for slow leaderboard updates request repet to optimize the leaderboard calculation system for better performance oh the layout of the leaderboard is not looking too good so let me provide another prompt to the repet agent it's crucial to test each new feature thoroughly and try accessing the admin panel with both admin and regular user accounts test the chat functionality across different games and make sure leaderboard updates happen after significant wins and then verify that all analytics data is accurate and updating in real time now before wrapping up we'll want to ensure that all new features are properly integrated with the existing codebase so we'll ask repit to please review and optimize the integration between the new admin panel the chat system and our existing Casino features ensure that all systems are properly secured and performance is optimized and with these additions now your casino app has professional grade administrative tools and of course Community features that rival even more major platforms now the admin panel gives you complete control over your platform while the social features help you to build an Engaged user community and just like that we've built a whole app within the repet agent and we could do it the same way for connecting the app to stripe 2 all you got to do is watch my previous video on this channel where I show again step by step on how to implement stripe and receive payments from your users thanks for watching let me know what you think in the comments below and I'll see you at the next one