

DAILY VERDICT

THE SOCIAL PREDICTION MARKET

REDDIT DAILY GAMES
HACKATHON 2026



Vote, predict, debate, and compete in rapid-fire rounds.

MOST DAILY GAMES ARE PLAYED ALONE. WE BUILT ONE PLAYED TOGETHER.



Solitary Experience.

Share *after* you finish.



Community Experience.

Play *with* the subreddit.

“The game doesn’t just happen on the screen—it happens in the comments.”



THE 5-MINUTE HEARTBEAT

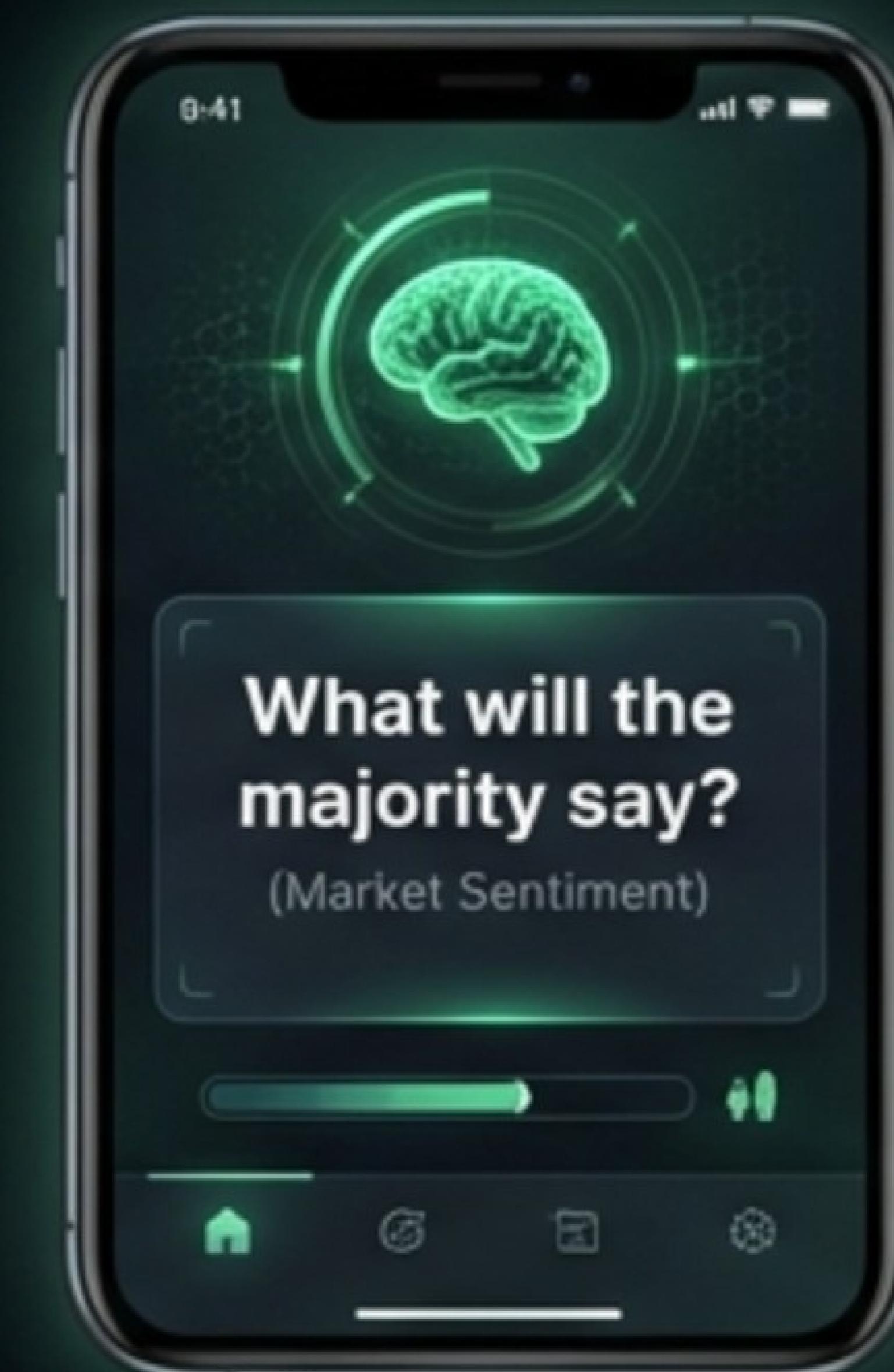
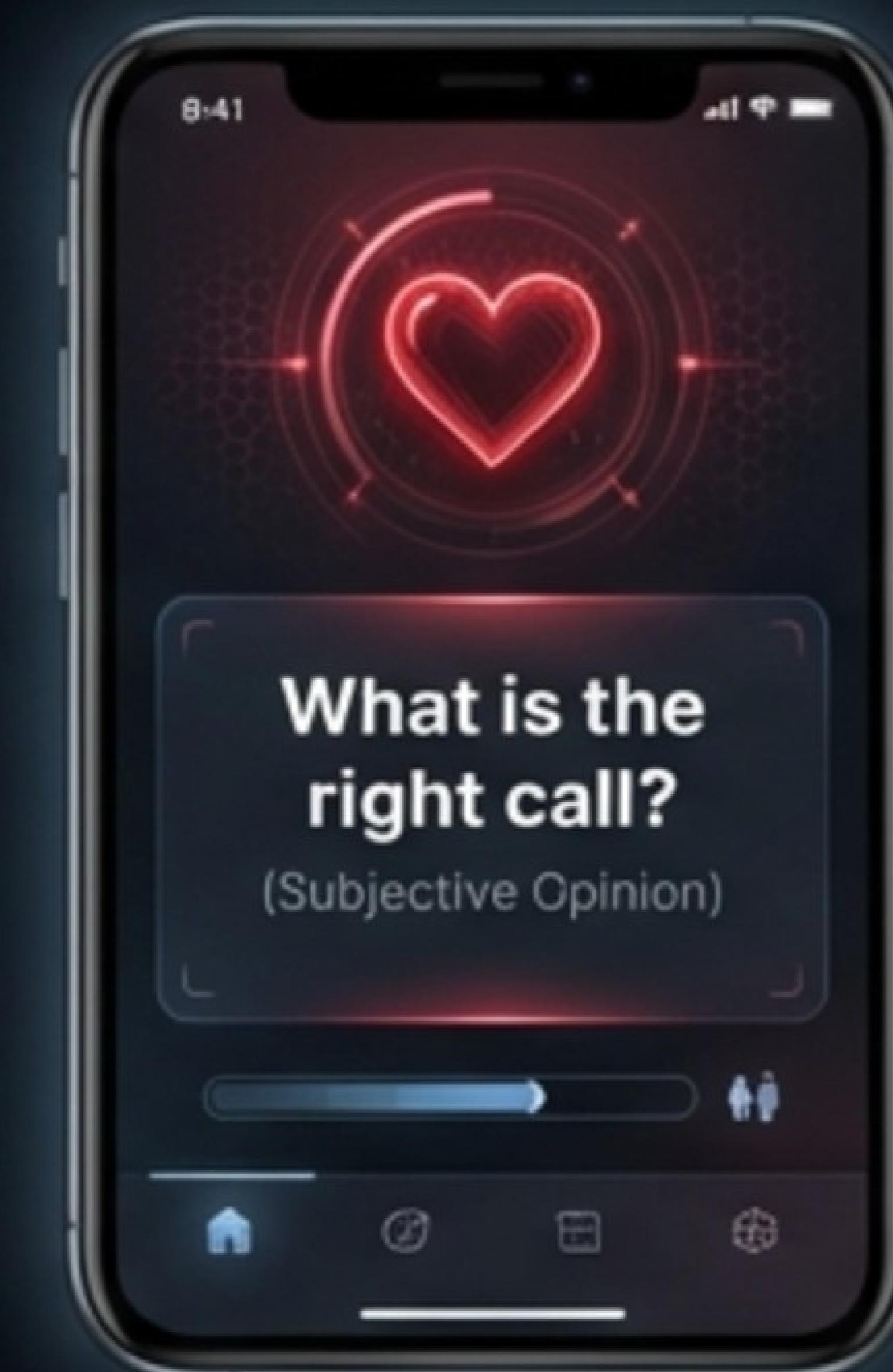


THE STRATEGIC LAYER: DUAL-CHOICE MECHANIC

Users make two blind choices before seeing any results, creating a gap between personal morals and crowd theory.

THE VERDICT

(Subjective Opinion)



THE PREDICTION

(Market Sentiment)



ENGAGEMENT & RETENTION MECHANICS



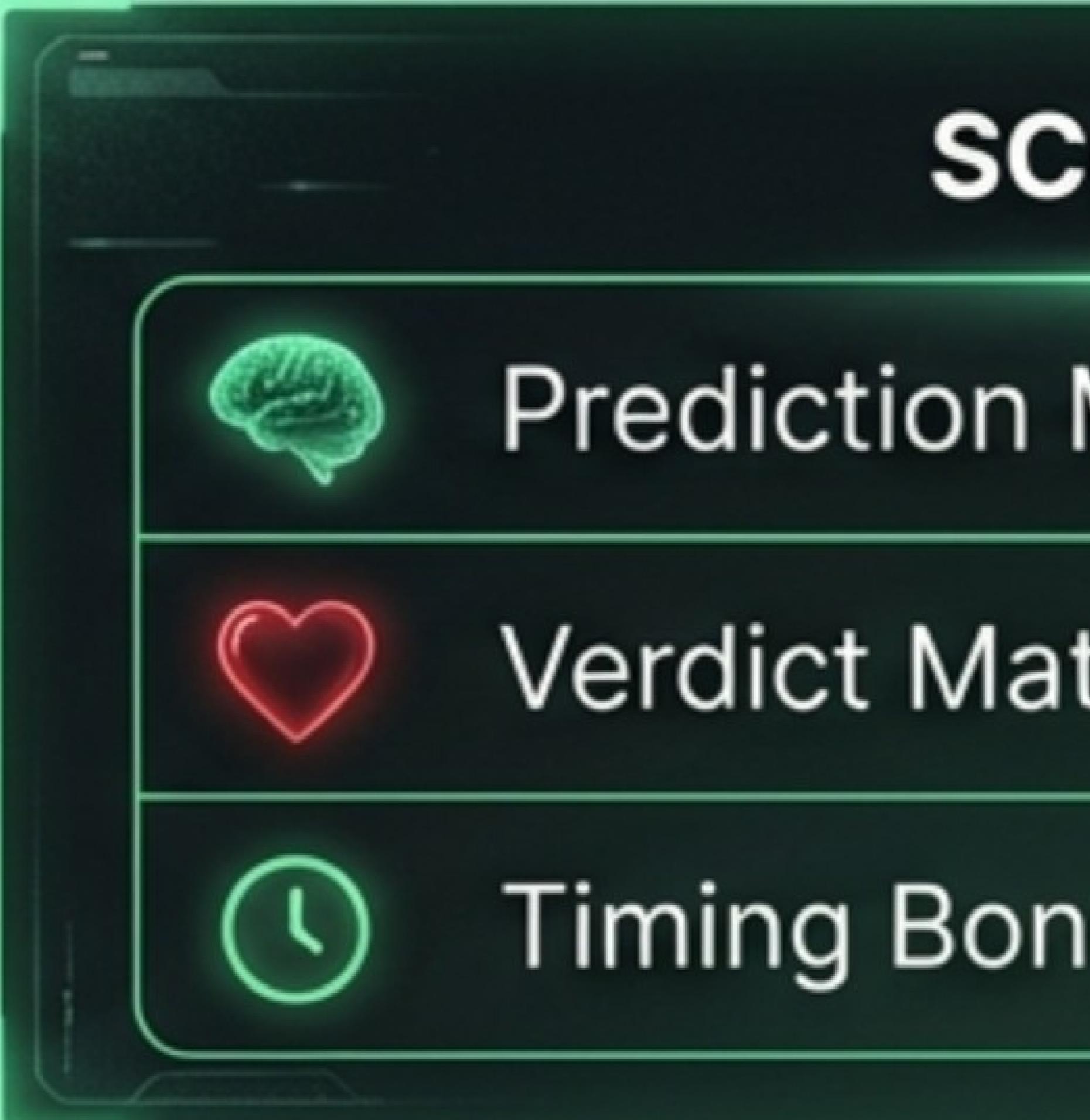
INFLUENCE BONUS
Earn +15 pts if your verdict's share rises 3% after you comment.



STREAKS
Fire animations for consecutive rounds played (0-10 pt bonus).



LEADERBOARDS
Dual Leaderboards:
Per-round and
Weekly rankings.



SCORING

	Prediction Match:	+60
	Verdict Match:	+30
	Timing Bonus:	0-20

FILLING THE VOID: THE ‘VERDICT COURTROOM’

A mini-game played during the 1-minute gap between voting and results.

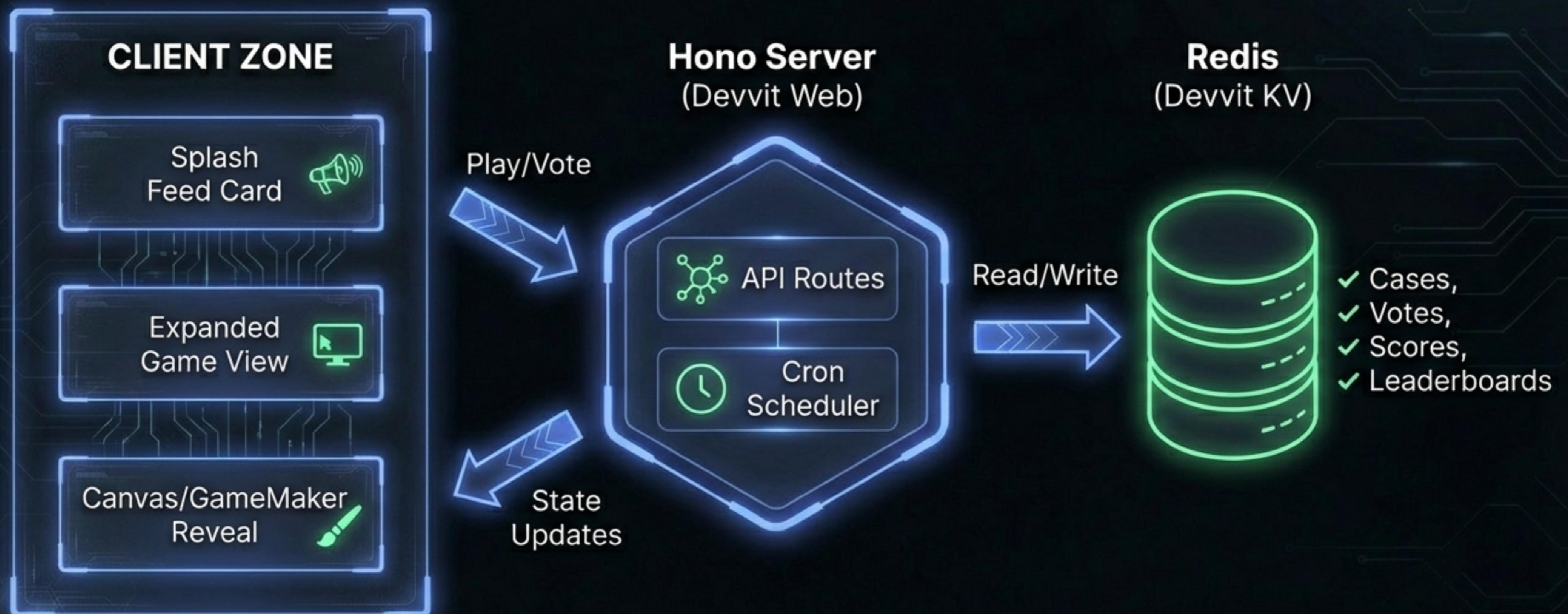


Role: Defense Attorney Simulation.

Loop: Defend your verdict against rapid-fire counter-arguments.

Reward: Up to 10 bonus points applied to main round score.

HIGH-LEVEL ARCHITECTURE



THE TECH STACK



Devvit Web

Backbone for posts, server, scheduler, and forms.



Hono

Lightweight framework for 10 client-facing API endpoints.



Redis

Devvit KV store handling state persistence.



TypeScript

End-to-end type safety across client and server.



Vite

Frontend build tooling with @devvit/start.



Vitest

Server-side unit testing (47+ tests implemented).

STATE MANAGEMENT & SCHEDULING

THE CRON HEARTBEAT

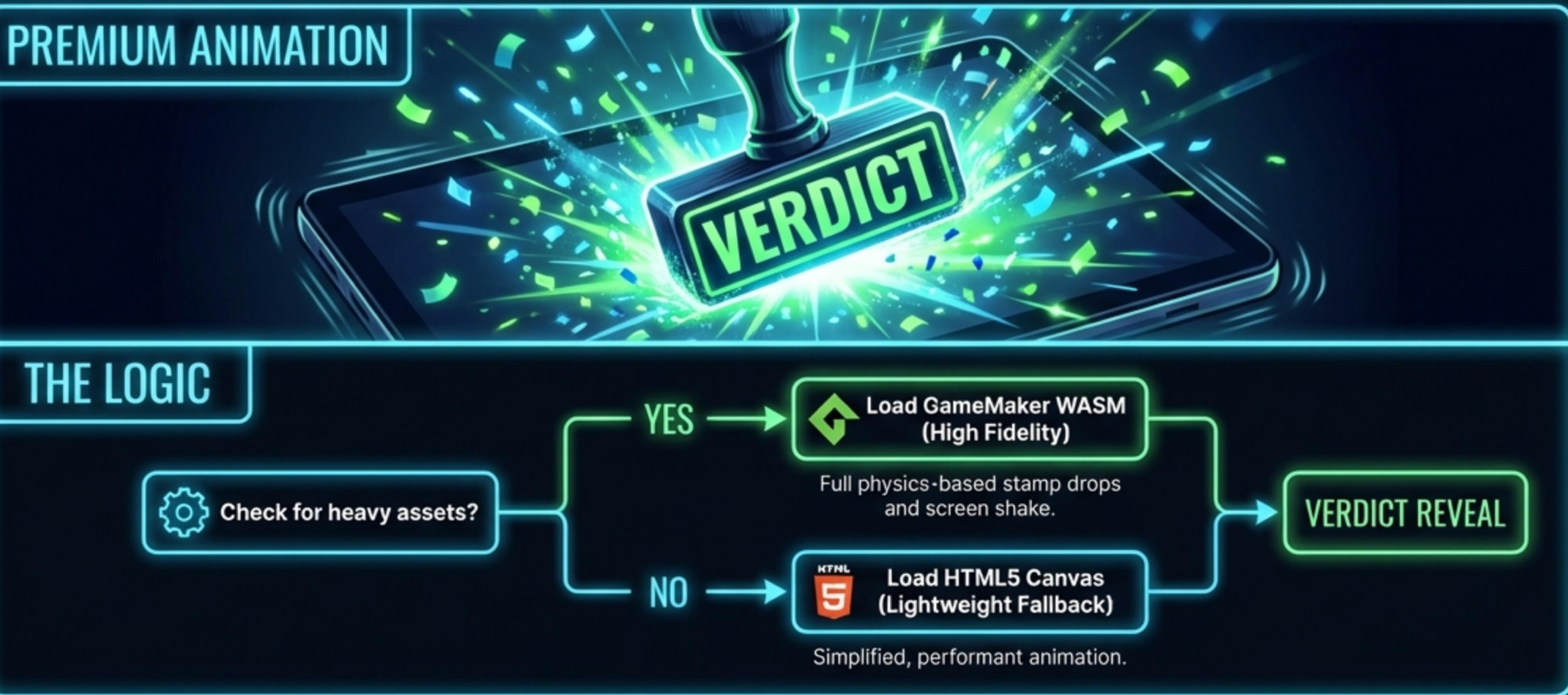
- `daily-post` (Every 5 mins): New round creation.
- `snapshots` (Every 10 mins): Records vote distributions.
- `close` & `reveal` (Every 1 min): State transitions.

THE STATE MACHINE



 **Redis** manages atomic state changes across thousands of concurrent users.

THE REVEAL EXPERIENCE: A HYBRID ARCHITECTURE



A seamless system supporting high-fidelity scenes with a performant, built-in fallback featuring physics-based stamp drops and screen shake.

GAMEMAKER WASM INTEGRATION

Best Use of GameMaker Category



- Client checks for `runner.json`.
- Loads WASM runtime (`runner.js`).
- Injects reveal data.
- Receives state events.

USER GENERATED CONTENT PIPELINE



Includes 32 pre-approved seed cases so the game never goes dark.

SAFETY, PRIVACY & COMPLIANCE



HACKATHON CATEGORY ALIGNMENT



Best Daily Game

5-minute rapid rounds, streaks, and leaderboards.



Best Use of GameMaker

Full WASM bridge with fallback and custom payload handling.



Best Mobile Game Play

Thumb-sized buttons, one-column layout, touch-optimized mini-game.



Best Use of User Contributions

Full UGC pipeline with mod approval queue.

THE COURT IS IN SESSION



PLAY LIVE
(r/red_dit_game_dev) →



GET THE CODE
(GitHub)



QUICK START
(devvit playtest)