

CASE STUDY

AI Real Estate Prediction Game

A daily game that turns home-price prediction into a habit — and into a proprietary dataset that trains the AI.

— THE WORK

I designed and built Market Boss, a consumer game where players predict what real homes will sell for. When the homes actually close, real prices reveal the winners, and a shared overbid-allowance mechanic adds strategy. The gameplay is patent-pending. It is built for daily engagement: quick, visual, competitive, and driven by real market data.

Every prediction is captured, creating a dataset of consumer price expectations mapped to real outcomes that improves the underlying AI over time. The build is full-stack: a React front end, cloud infrastructure, edge-served pages for speed, and a player identity system so anyone can join and be recognized on return.

— TECHNOLOGIES

React

AWS

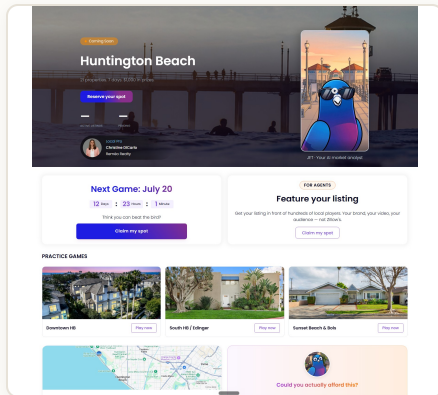
Cloudflare Workers

Supabase

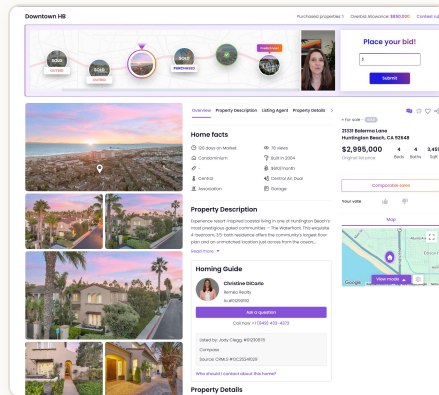
— WHAT I TOOK AWAY

- ◆ The engagement mechanic, not the data, is what creates a daily habit. The product design is the moat.
- ◆ Capturing user behavior as first-party data turns a game into a compounding intelligence asset.
- ◆ A frictionless identity model — play instantly, be recognized later — is essential for consumer adoption.

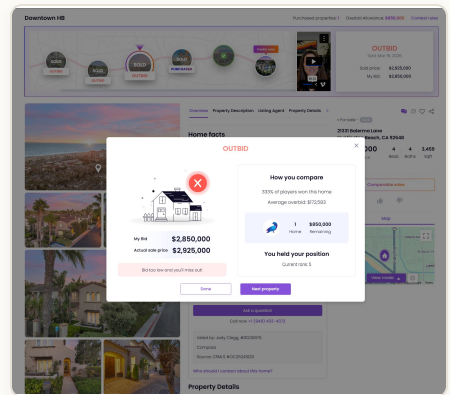
THE GAME



The lobby: reserve your spot



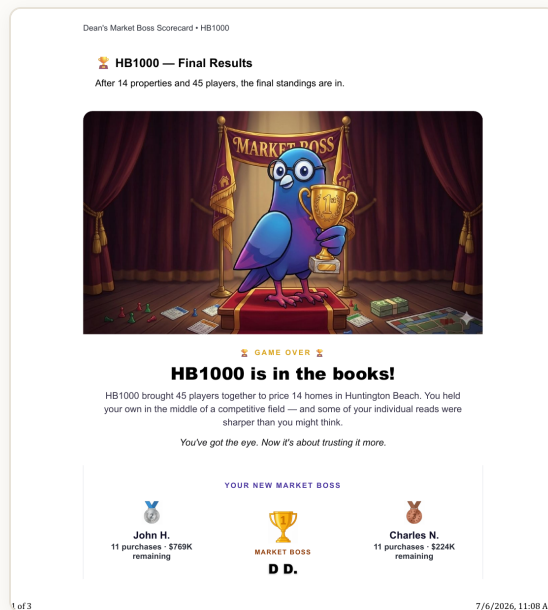
Bid on a real local listing



Results: your bid vs. the real price

Play in about two minutes: reserve a spot, bid on real local homes, then see how you did when they sell.

THE AUTOMATED RECAP IT SENDS



An automated, personalized recap the system emails every player after each game – scores, standings, and JET's take.