

STUPID HACKATHON Summary

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Stupid Hacks

Stupid Hacks Hackathon – Project Summary: “I Quit”

Over one weekend, I participated in the Shopify-sponsored *Stupid Hackathon*, an event where the goal is to intentionally design the worst possible product. Our team built “**I Quit**” – a satirical web application that “helps” users systematically ruin their lives.

Project Concept

- A rage-bait AI agent that generates messages designed to damage social and professional relationships
- “Not at all rigged” roulette spinners that make deliberately reckless financial choices

- Additional features that intentionally encode bad decisions into the user flow

While the concept was intentionally absurd, the implementation and process were very real.

My Contributions

- **Full-stack development:** Implemented core flows of the web app, connecting frontend, backend, and shared state while handling common failure modes.
- **AI & prompt design:** Helped design and tune prompts for the rage-bait dialogue system so it felt chaotic yet stayed within predefined constraints.
- **System design under time pressure:** Worked with the team to scope an MVP, prioritize features, and instrument the app enough for a reliable live demo.
- **Collaboration & version control:** Coordinated work across a small team using Git, frequently pushing/pulling changes and resolving conflicts as features evolved.

Outcome

The project successfully demonstrated an end-to-end product built in a highly constrained timeframe, highlighting my ability to:

- Move quickly from idea to working prototype
- Apply AI tools in a creative, controlled way
- Collaborate effectively in a fast, experimental environment

Team members: **Keshav Mehndiratta** and **Ethan Milburn**.

Demo link: [🌐 I Quit - Life Transformation Program](#)

GitHub link: [🌐 GitHub - manan-saini/IQuit](#)