

Dailywren Daily Rewards & Login Streak

Daily login rewards for Roblox, one claim a day · free preview of the \$4.99 kit

[Luau](#)[.rbxmx](#)[README](#)[tests](#)

A tested Luau daily rewards system: a 7-day (or any length) reward calendar, a login streak with a grace day, one claim per UTC day that holds across servers (a single UpdateAsync per claim), rewards paid by your own function only after the save, and a ready calendar UI.

Tested

9 of 9 tests pass, 5 Luau files compile with 0 failures (luau-web 1.4.0 (Luau compiled to WASM)).

Setup and use (the kit's own README)

Dailywren: Daily Rewards & Login Streak

SETUP (2 minutes)

1. Move the "Dailywren" folder into ReplicatedStorage.
2. Move "DailywrenExample" into ServerScriptService and tick Enabled.
3. Move "DailywrenUI" into StarterPlayer > StarterPlayerScripts and tick Enabled.
4. Game Settings > Security > Enable Studio Access to API Services (for saving while you test).
5. Press Play: the calendar opens, claim Day 1, coins appear on the leaderboard.

HOW IT WORKS

- One reward per UTC day; the calendar loops (7 days by default, any length works).
- grace = 1 forgives one missed day before the streak resets.
- Each claim is a single UpdateAsync on the player's key, so a player in two servers can never claim twice.
- Your onReward function runs only after the claim was saved.

CUSTOMISE

- Rewards: Dailywren.configure({ rewards = { {kind = "Gems", amount = 5, label = "5 Gems"}, ... } })
- Pay rewards your way in Dailywren.onReward(function(player, reward, day, streak) ... end)
- Colours: the constants at the top of DailywrenUI.
- Open the calendar from your own button: it is the ScreenGui "Dailywren" > "Calendar".

No require(id), no obfuscation, no remote loading. Licence: use in unlimited experiences, commercial use allowed; do not resell or share the code itself. (c) 2026 CyberMax.

Example script (ships in the kit)

```
-- Dailywren example (Script in ServerScriptService): 7-day coin calendar paid into a leaderstats  
Coins value.  
-- Replace the onReward body with your own currency or item code. (c) 2026 CyberMax. All rights  
reserved.
```

```
local Players = game:GetService("Players")  
local ReplicatedStorage = game:GetService("ReplicatedStorage")
```

```

local Dailywren = require(ReplicatedStorage:WaitForChild("Dailywren"):WaitForChild("Dailywren"))

Players.PlayerAdded:Connect(function(player)
    local stats = Instance.new("Folder")
    stats.Name = "leaderstats"
    local coins = Instance.new("IntValue")
    coins.Name = "Coins"
    coins.Parent = stats
    stats.Parent = player
end)

Dailywren.configure({
    grace = 1,
    rewards = {
        { kind = "Coins", amount = 50 },
        { kind = "Coins", amount = 75 },
        { kind = "Coins", amount = 100 },
        { kind = "Coins", amount = 150 },
        { kind = "Coins", amount = 200 },
        { kind = "Coins", amount = 300 },
        { kind = "Coins", amount = 500, label = "500 + Crown" },
    },
})

Dailywren.onReward(function(player, reward, day, streak)
    local stats = player:FindFirstChild("leaderstats")
    if stats and reward.kind == "Coins" then
        stats.Coins.Value += reward.amount
    end
    print((" %s claimed day %d (streak %d): %d %s"):format(player.Name, day, streak,
reward.amount, reward.kind))
end)

Dailywren.start()

```

Licence

Dailywren Licence (unlimited Roblox experiences, commercial use; no redistribution of the code)

Get the full kit: <https://cybermaxtools.com/store/dailywren/> · Roblox is a trademark of Roblox Corporation; this kit is made by CyberMax and is not affiliated with Roblox. © 2026 CyberMax.