

THE
LAST
GAME



The Last Game you'll ever play awaits ...

So you've stumbled into a world where stories come alive, decks determine your fate, and the only limit is your imagination (and maybe your mana bar). Whether you're here to explore strange lands, fight chaotic bosses, or just see what kind of character the AI dreams up for someone named "Sir Beanthony," you're in the right place.

This manual will get you set up—from account creation to character building, card slinging, and battling bosses. Don't worry, we'll keep it simple. You'll be swinging swords, casting spells, and making dramatic choices before you know it.

Ready to create your story? Good. Let's dive in.

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Getting Started

If you want to run the deployed version, go to <https://lastgame.chirality.app/> in your browser of choice. If you are running locally, see the Advanced section for instructions on how to run locally and then go to <http://localhost:5173/>. Once you are at one of the links, you will be presented with a login page where you can begin your journey by creating an account

Create your Account

Account creation is made easy and has a variety of options. To create an account, on the sign-in page, click the “Click here” link next to “Don’t have an account?”. This will take you to the signup page where you can create an account using your email and a password. Upon successful account creation, a successful alert will appear informing you of the successful account creation. Clicking ok will log you in and bring you to the character view.

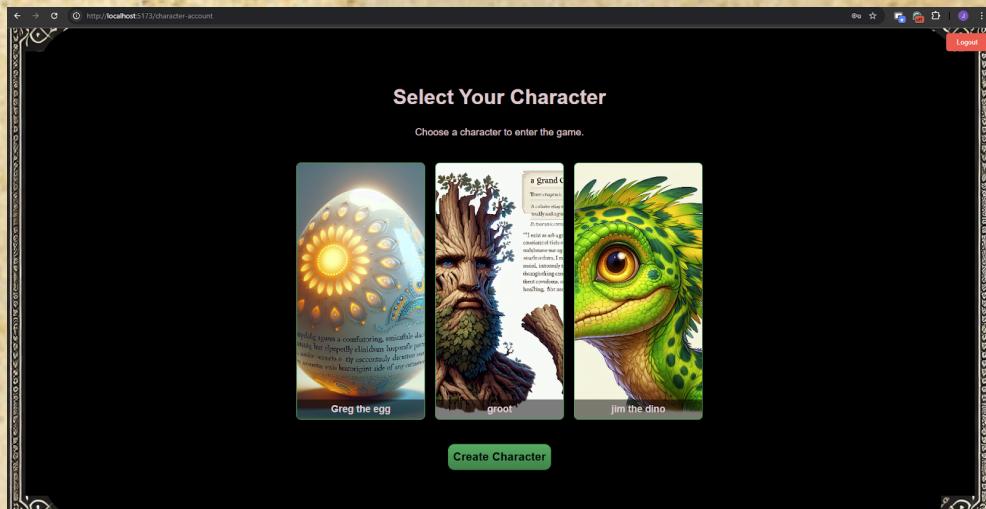
Along with Email and Password sign-in, you may also log in/create an account by clicking one of the OATH options on the sign-in page.

Character Selection

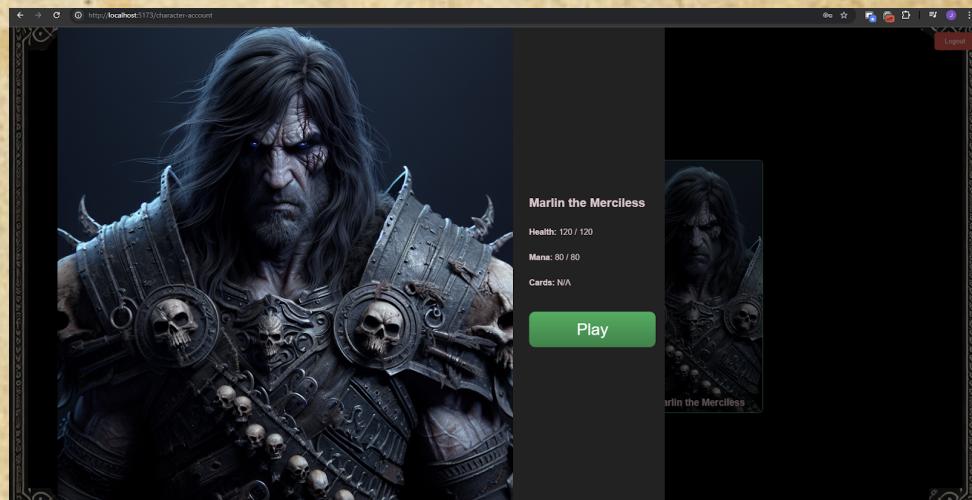
After a successful Login, you will be directed to the main character selection screen. This screen lists all the characters you have created. If you have characters, you may click on a character, which will expand a view of the character and their attributes along with a play button. Pressing Play will take you to the main game view to continue your story with AI on that character. If you want to ever switch characters, just navigate to <https://lastgame.chirality.app/character-account> if on the deployed version or <http://localhost:5173/boss> if running locally.

If you do not have a character, or would like to create a new one, press the Create Character button to be taken to the Character Creation Screen.

Character Selection Screen



Selected Character

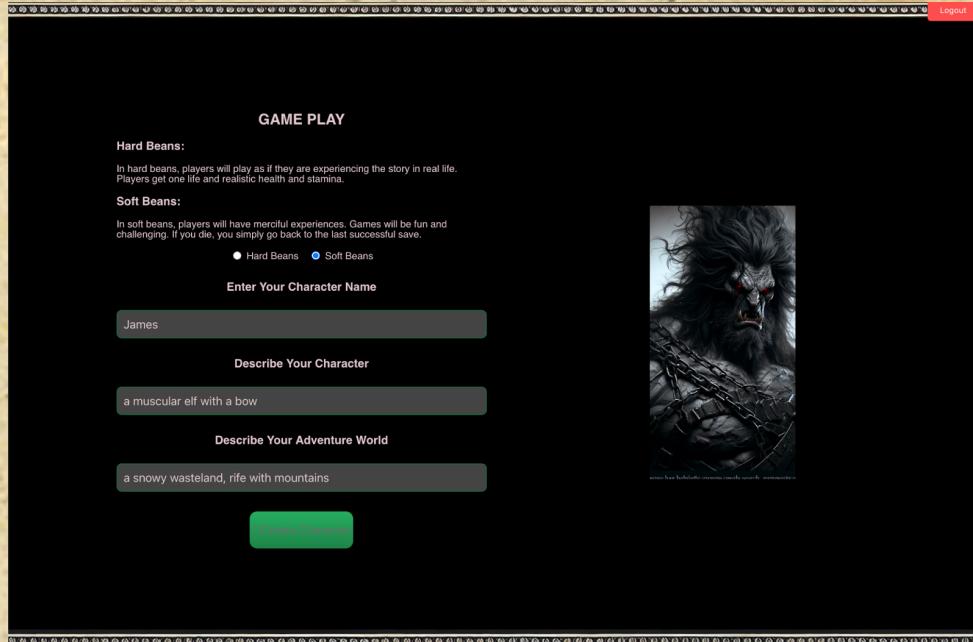


Character Creation

Creating a character is pretty self-explanatory, but we'll go over it just in case.

Be careful, as your decisions here affect the storyline as the game progresses. There's 4 things when creating your first character that you'll want to know:

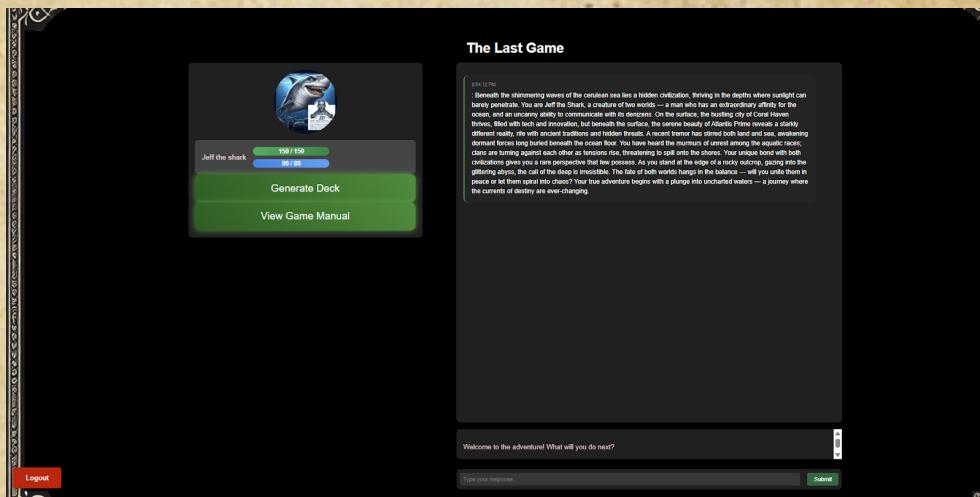
- Game Mode: Hard Beans or Soft Beans determines how hard the game is for you. Hard Beans mode means death is permanent and your character will be deleted. Soft Beans offers a more forgiving experience where you may continue your journey after defeat.
- You're character name: which affects what the AI will imagine for you as a character
- A description of your character: This is a more hands-on approach to tweaking how your character looks
- Your dream game world: This helps the game know how you want your story to start.
- Finally, when you are ready, click the create character button and wait while your character is created. When your character is created, you will be directed to the character selection screen, from which you can then select and play your character or you can create another.



Onto the Gameplay...

FIRST THINGS FIRST: WHERE'S MY DECK?

After you lock in your character (you did spend 20 minutes perfecting their eyebrow height, right?), you'll land in the main game view.



Before anything fun happens, smash that **Generate Deck** button. It'll take a hot second, and then boom—you will have a small deck of cards, handpicked by fate (and your character's backstory).

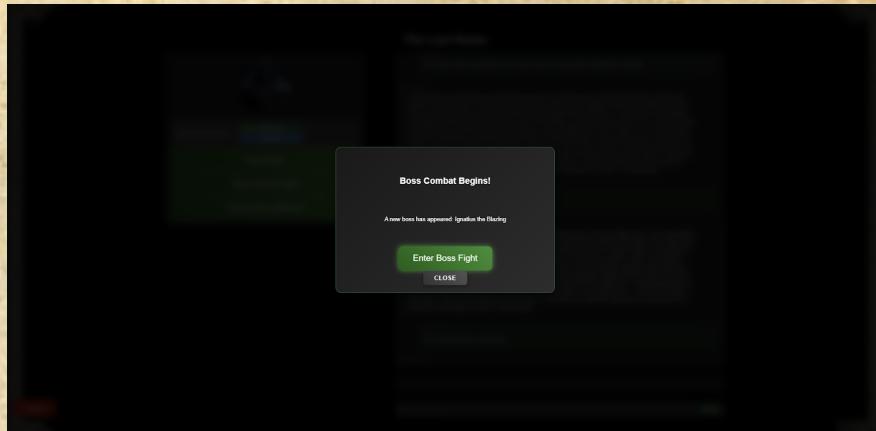
To view your cards, click the View Deck button that will replace the Generate Deck button once your cards are generated.

This deck will be your ride-or-die. Use it wisely. Or chaotically. We're not your mom. Don't worry if you don't like your cards, you can earn more after defeating bosses, unless you die and foolishly selected Hard Beans.

Journey through your story (Main Game View)

After you have a deck of cards, you may begin interacting with the AI. Upon first playthrough, an introductory story will be displayed to start you on your journey. Respond and shape the story by entering your responses in the textbox below the story box and pressing “Enter” or the “Submit” button. Wait for the AI to generate new story text before sending a new response.

As the story progresses, the AI may decide to initiate a battle. When this happens, a box will appear asking you to enter the boss battle. Accept and you will be taken to the Boss Battle page to battle to hone your skills.



THE BATTLEFIELD VIBES (Boss Battle Page)

A screenshot of the Boss Battle page. The page features a decorative black and gold ornate border. In the center, there are two boxes showing character stats. The left box is titled "Marlin the Merciless Stats" and the right box is titled "Ignatius the Blazing Stats". Both boxes list various attributes with their values. Below each title is a small portrait of the character. In the center between the boxes is the text "VS". At the bottom center is a green button with the white text "Play Card" above "Back to Main". In the bottom left corner is a red "Logout" button. The overall theme is dark and medieval.

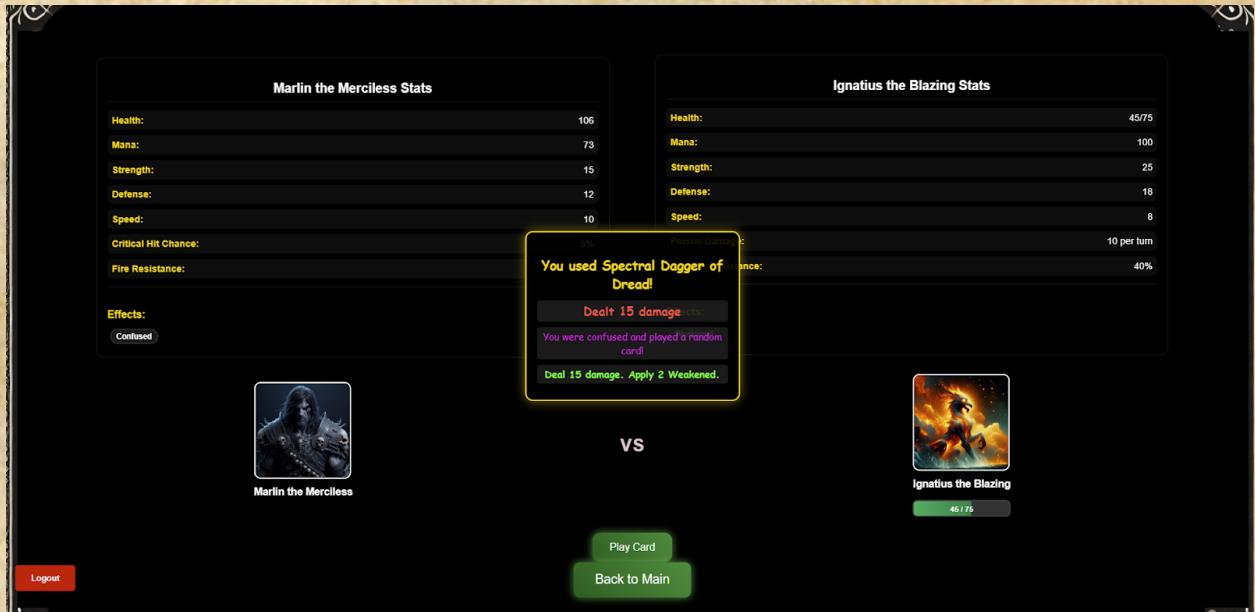
Upon initiating a boss battle, an image of the boss you are fighting will be generated. Wait for the boss to finish generating before fighting. After all you can't fight if you don't know who to punch!

Fights are turn-based, but this ain't chess. It's chaos with rules.

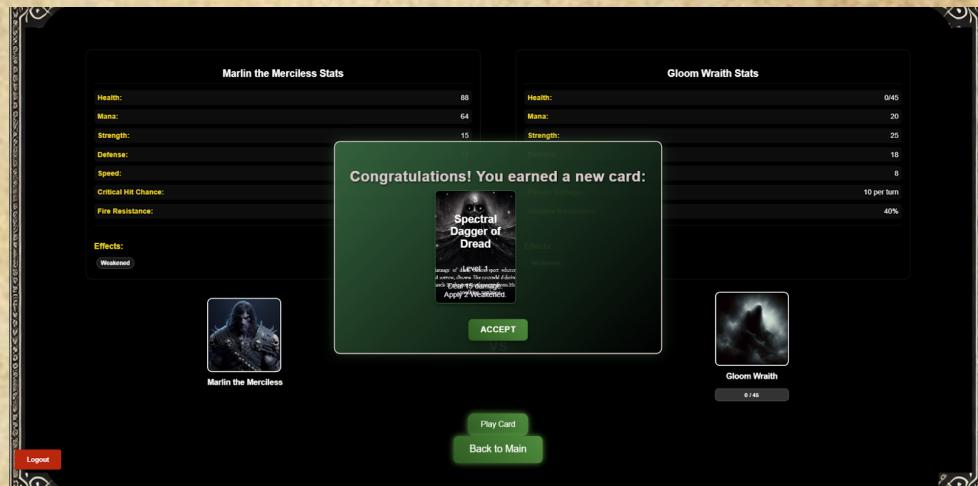
- You *always* start first. Congratulations.
- To play a card click the Play Card button, which will open your deck. Press a card to play it.
- Watch your mana (it depletes fast). Mana cost of cards is listed in the top left corner of each card.



- After playing a card you will have attacked the boss, and the boss will follow up with an attack of their own.



Boss Defeat: After defeating a boss, a card reward will be generated based off of the foe you just vanquished. Wait for the reward to generate, then click accept when your new card has arrived.



What do cards actually do, you ask?

- **Damage:** Smack the bad guys

- **Status Effects:** Think poison, burn, chill, and weird curses
-

More on modes:

Soft Beans

This is the chill mode. You die? You just go back to your story. More story, less stress, great if you're new or just here for the lore. Explore, experiment, survive.

Hard Beans

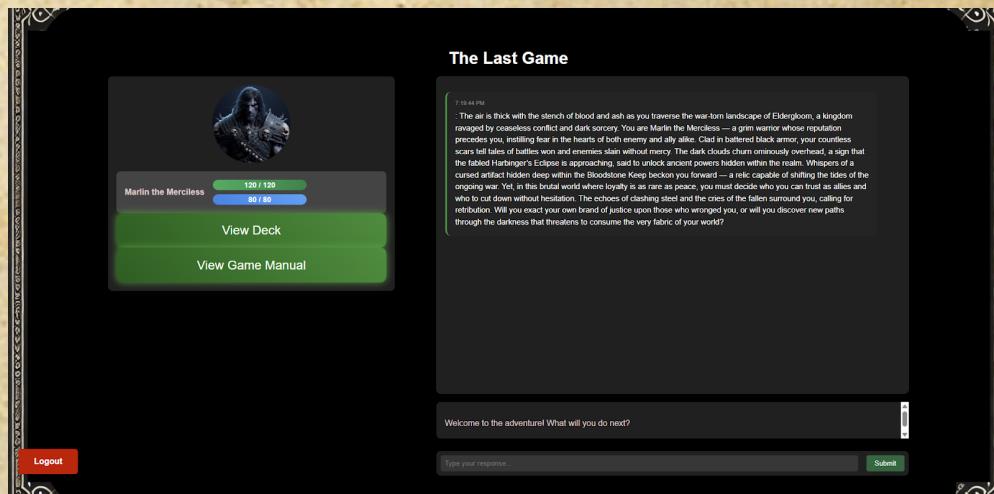
No saves. No forgiveness. Death is final. This is your mode if you think suffering builds character. Health and stamina get more realistic too, so maybe bring a towel.

THE UI ISN'T AS SCARY AS IT LOOKS

Let's break it down:

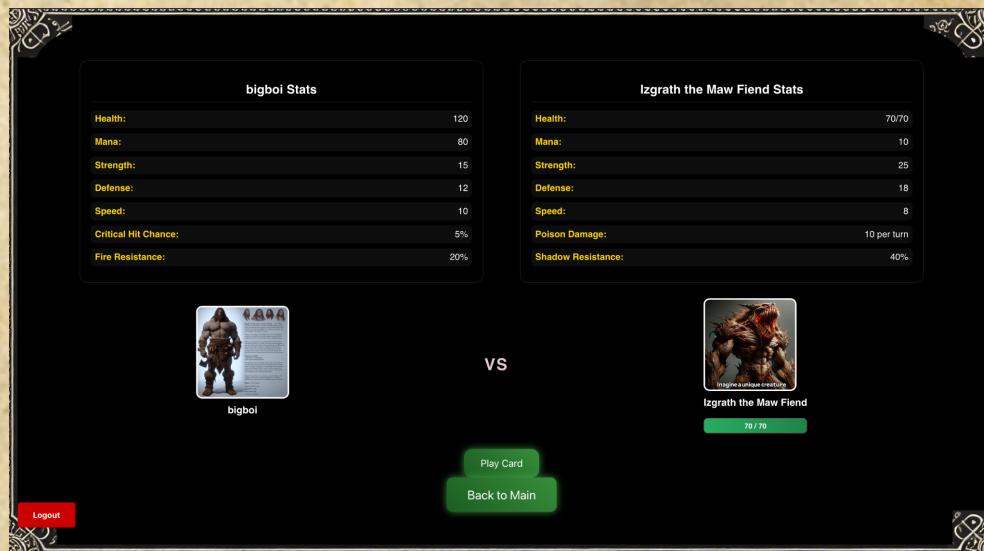
Story Window

- **Right Side:** Story Interaction Zone: This is where you get to decide your fate and read about your world
- **Left Side:** HUD: this is where you can view your deck, health, and the glorious manual you now have before you



Boss Fight Window

- **Upper Half:** This is where you can view you and the enemies stats, so be sure to keep an eye on your health... and your enemies too!
- **Lower Half:** There's not much to this part, it's just where you can see your enemy for the first time, and more importantly, where you can choose to and how to punish your enemies. So be sure to do so by clicking "Play Card"



FINAL TIP: JUST PLAY. MESS AROUND. BREAK STUFF.

You're gonna lose sometimes. You're gonna draw weird cards. That's the point.

Lean into the chaos, learn from the beans, and maybe—just maybe—you'll make it through.

Now go. The cards are calling.

Ye Olde Frequently Asked Questions

Q: Can I play without an internet connection?

A: No, an internet connection is required for AI generation and progress saving.

Q: How do I get more cards?

A: Cards are earned through story progression, defeating enemies, and making specific choices.

Q: Can I change my character's theme?

A: Each run can have a different theme, but you'll need to create a new character for a new theme.

Q: Is there a way to save my favorite cards or deck build?

A: Not currently. All cards are automatically saved to your character and account, but we currently do not have a feature allowing deckbuilding with favorite cards. We plan to implement features in the future to allow users to create decks based on the cards they have earned.

Troubleshooting:

Here are some problems you may encounter and some solutions to fix them.

Issues Creating A Character: If, for some reason, a character is not generating, try to log out and back in, or go to the character selection screen and try to create a new character. Ensure you are connected to the internet. Ensure that responses are appropriate, as they may get flagged by the AI and refuse to work. Also, see authentication issues if you are using OAuth, as the issue may be an authentication issue.

Buttons/UI Elements disappearing: If UI elements such as buttons are disappearing or not appearing, there may be an issue with the screen size. Try zooming out to see if UI elements appear. If the problem persists, try reselecting your character or logging out. If all else fails, reach out to the support team.

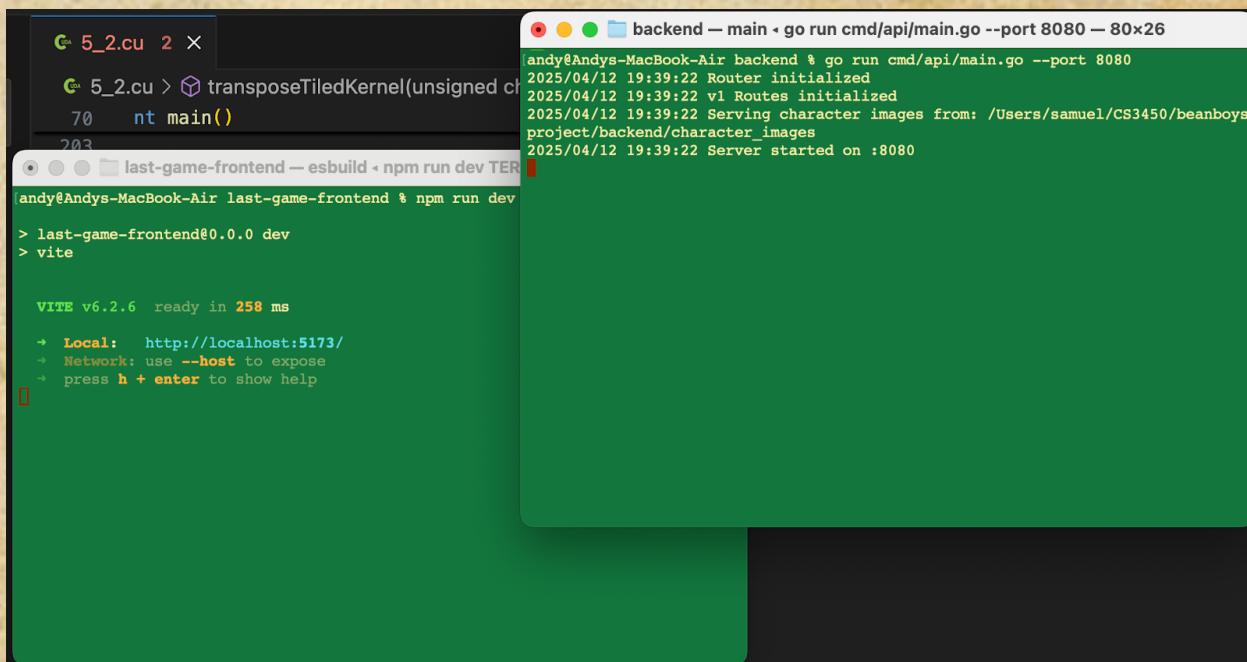
OAuth Issues: If you are experiencing issues signing in with OAuth, try logging out and back in. Sometimes, OAuth and our server times may become out of sync, causing issues with OAuth. If logging out and in doesn't work, reach out to the support team for help.

Characters Not Appearing: If, for some reason, you can not view your characters or game data, try logging out and back in. If the issue persists, reach out to the support team.

Other Issues: When encountering other issues in-game, the best bet is to go back to the character selection screen and reopen a character or try logging out. If issues persist, it may be a server problem in which case you may need to wait while the server gets back up and running or problems are fixed.

Advanced

For Local Running: If you want to play locally, clone our [repo](#), and open two terminals (one for the backend and one for the frontend). In one terminal navigate to the folder entitled “backend” and run `go build cmd/api/main.go` and then `go run cmd/api/main.go --port 8080` (Be sure that you have [GO installed](#) prior). Then in the other terminal navigate to the folder entitled “last-game-frontend” and run `npm install` and then `npm run dev`. Then you can open the link listed in the window under “Local :” (usually its <http://localhost:5173/>). For more info look at the files called `README.md` in the aforementioned folders. Note: To run locally, you may need to have env files; the game will not function without these files. Reach out to the support team to request env information.



The image shows two terminal windows side-by-side. The left terminal window is titled '5_2.cu' and contains code for a CUDA kernel named transposeTiledKernel. The right terminal window is titled 'backend — main' and contains logs from a Go application running on port 8080. Both terminals show the command `npm run dev` being run to start the development server.

```
5_2.cu 2 ×
5_2.cu > transposeTiledKernel(unsigned char *d_in, unsigned char *d_out, int width, int height)
    70     nt main()
    203

last-game-frontend — esbuild — npm run dev TER
andy@Andys-MacBook-Air last-game-frontend % npm run dev

> last-game-frontend@0.0.0 dev
> vite

VITE v6.2.6  ready in 258 ms

→ Local:  http://localhost:5173/
→ Network: use --host to expose
→ press h + enter to show help

backend — main - go run cmd/api/main.go --port 8080 — 80x26
andy@Andys-MacBook-Air backend % go run cmd/api/main.go --port 8080
2025/04/12 19:39:22 Router initialized
2025/04/12 19:39:22 v1 Routes initialized
2025/04/12 19:39:22 Serving character images from: /Users/samuel/CS3450/beanboys
project/backend/character_images
2025/04/12 19:39:22 Server started on :8080
```

Issues While Running Locally: If you experience any issues running the game locally, first try the solutions in the Troubleshooting section above. Next, ensure that the server and client are both up and running. If either is not up, in the backend directory, run: `go run cmd/api/main.go --port 8080` to start the server. For the front-end, run: `npm run dev` and go to <http://localhost:5173/>.

If those do not work, ensure the backend and frontend have the appropriate env files and information. If they do not have the env files, reach out to support to request the appropriate env files.

If the above solutions do not work, then try shutting down both the server and frontend with Ctrl-C, and start the server back up with `go run cmd/api/main.go --port 8080` and the front end with `npm run dev`. Then go to <http://localhost:5173/> to play the game.

Contact US:

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