

# **Last Game Beanboys**



Justin, Jaden, Kade, Carson, Samuel

# Architecture & Tech Stack

## Architecture:

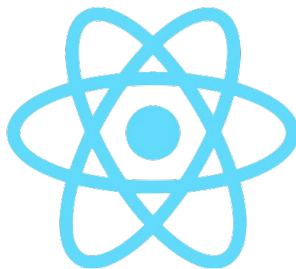
- Client-Server

## Frontend:

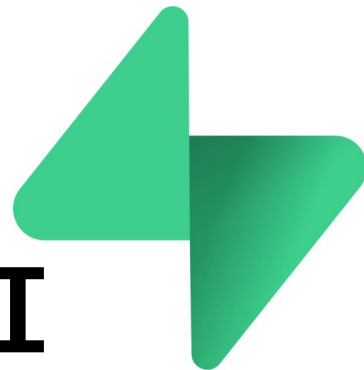
- React
- TypeScript
- CSS

## Backend:

- GO
- Chi Router Framework
- Supabase
- ChatGPT 4o Mini
- DALLE 3



OpenAI



# Main Contributions

- Samuel: Supabase frontend and backend connection, all web pages UI, Login authentication, tests.
- Justin: AI integration, Fine Tuning, Prompt Engineering, Backend Endpoints
- Jaden: Backend endpoints, Authentication, Audio, backend card DB, Oauth(helped)
- Andy: S3 Buckets, Supabase Design, Game Manual, 3rd party services, Audio
- Carson: Combat mechanics, UI elements, frontend API calls
- Kade: deployment

# Biggest Challenges Overcome

## Challenges:

- Getting database, backend, front end integrated
- Getting the AI to be Actually Intelligent instead of Artificially Intelligent and setting it up in backend
- Prompt engineering and fine tuning
- Meeting together as a group regularly

# Best and Worst Technical Decisions

## Best Decision:

- Using Supabase: it's so easy and table changes could be done on the fly from a mobile device

## Worst Decision:

- Go and Go Chi Server: Good learning experience, but struggled with lack of documentation for some features.