

THE
LAST
GAME

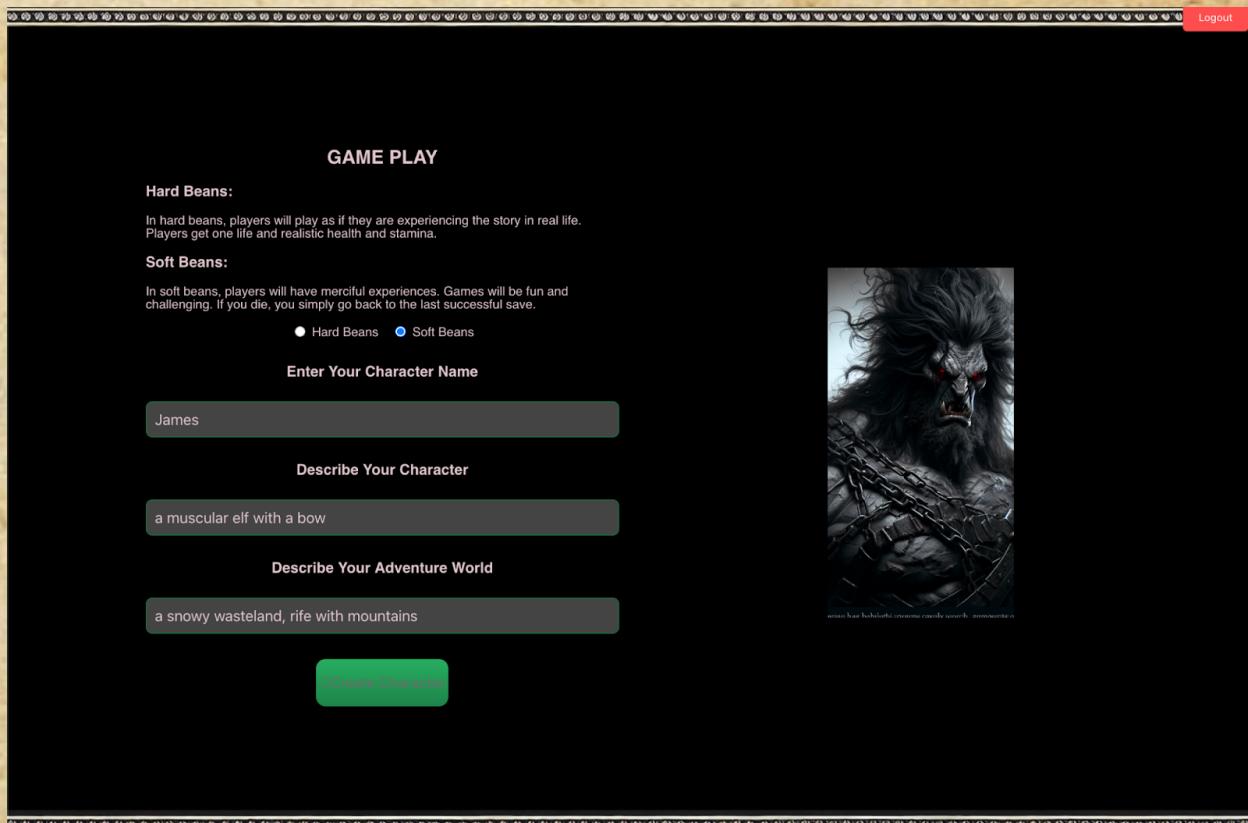


The Last Game you'll ever play awaits ...

Create your Account

Account creation is made easy and has a variety of options. You can create an account with your email and a password, or you can use the login page to log in with one of our OAuth options to log in with your GitLab, GitHub, or BitBucket. In addition, once your account is created you can log in with your email password combo on the login page as well.

Character Creation



The screenshot shows a character creation form titled "GAME PLAY". It includes sections for "Hard Beans" and "Soft Beans", both of which are currently selected. Below these are fields for "Enter Your Character Name" (containing "James"), "Describe Your Character" (containing "a muscular elf with a bow"), and "Describe Your Adventure World" (containing "a snowy wasteland, rife with mountains"). A green button at the bottom right says "Create Character". To the right of the form is a large, dark, and somewhat scary illustration of a creature with long hair and sharp teeth.

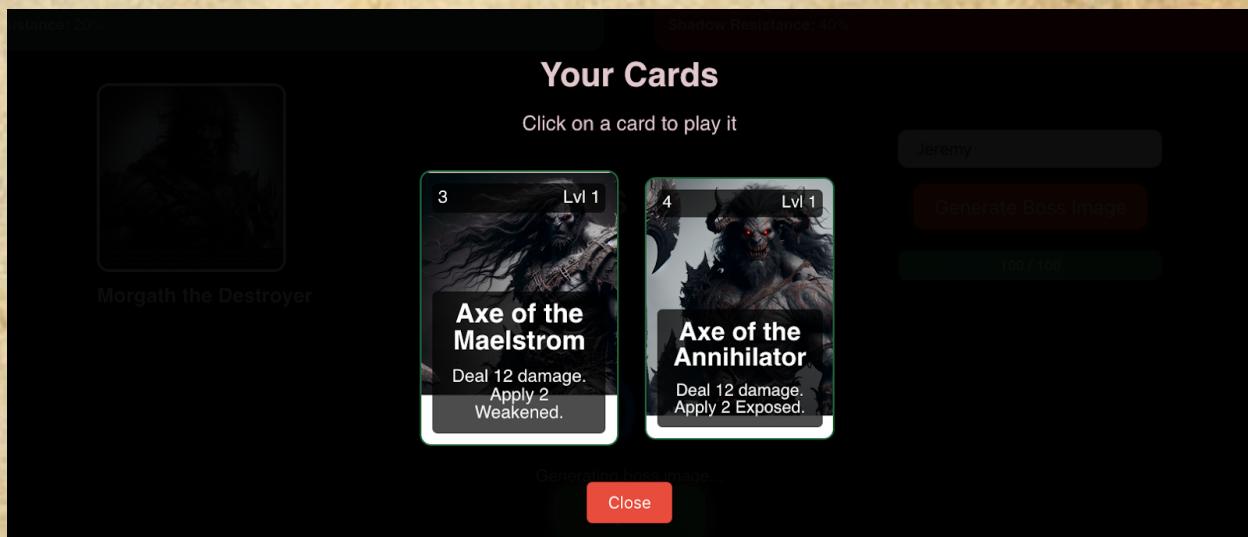
Creating a character is pretty self explanatory but we'll go over it just in case.

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 just determines how hard the game is for you, more on that later
- 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 look
- Your dream game world. This helps the game know how you want your story to start.

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 area.

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

This deck will be your ride-or-die. Use it wisely. Or chaotically. We're not your mom.

CARDS ARE YOUR LIFE NOW

You're gonna live and die by your cards. Let's break down the flavors:

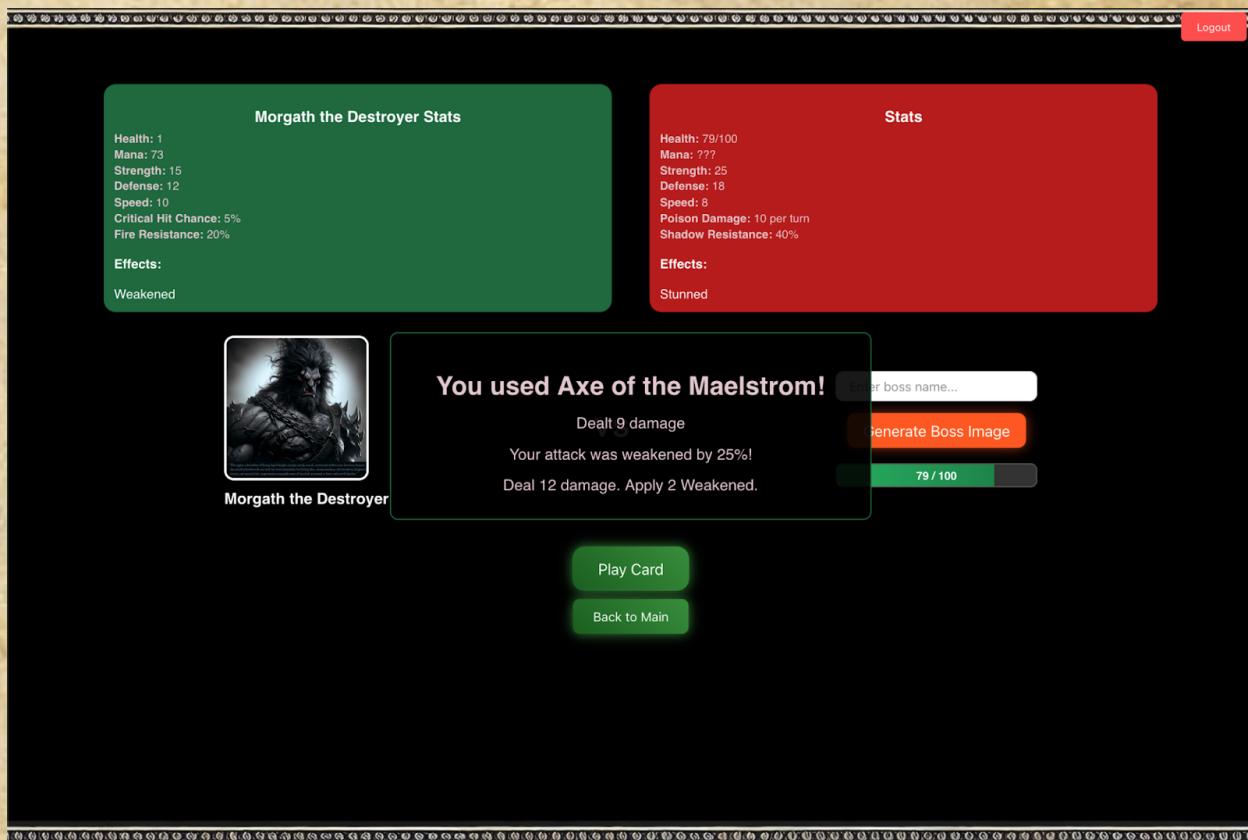
- **Attack Cards** – These do the punching. Your enemies hate them. Use them often.
- **Ability Cards** – One-and-done stunts. Can do anything from healing you to lighting your enemy on metaphorical fire.
- **Power Cards** – Long-term investments. Play them once, and their effects stick around like a loyal dog or a weird rash.

They all cost mana (your blue juice). Don't spam randomly. Or do, if that's your strategy.

THE BATTLEFIELD VIBES

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

- You *always* start first. Congratulations.
- Drag a card to the center to play it.
- Watch your mana (it goes fast).
- Hit that **End Turn** button when you're done and pray the enemy doesn't end you.



What do cards actually do, you ask?

- **Damage:** Smack the bad guys

- **Defense:** Stop them from smacking you
 - **Status Effects:** Think poison, burn, chill, and weird bean curses
 - **Keywords:** Built-in abilities that trigger when conditions are met—learn these early or suffer
-

MODES: CHOOSE YOUR FLAVOR OF PAIN

Soft Beans

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

Hard Beans

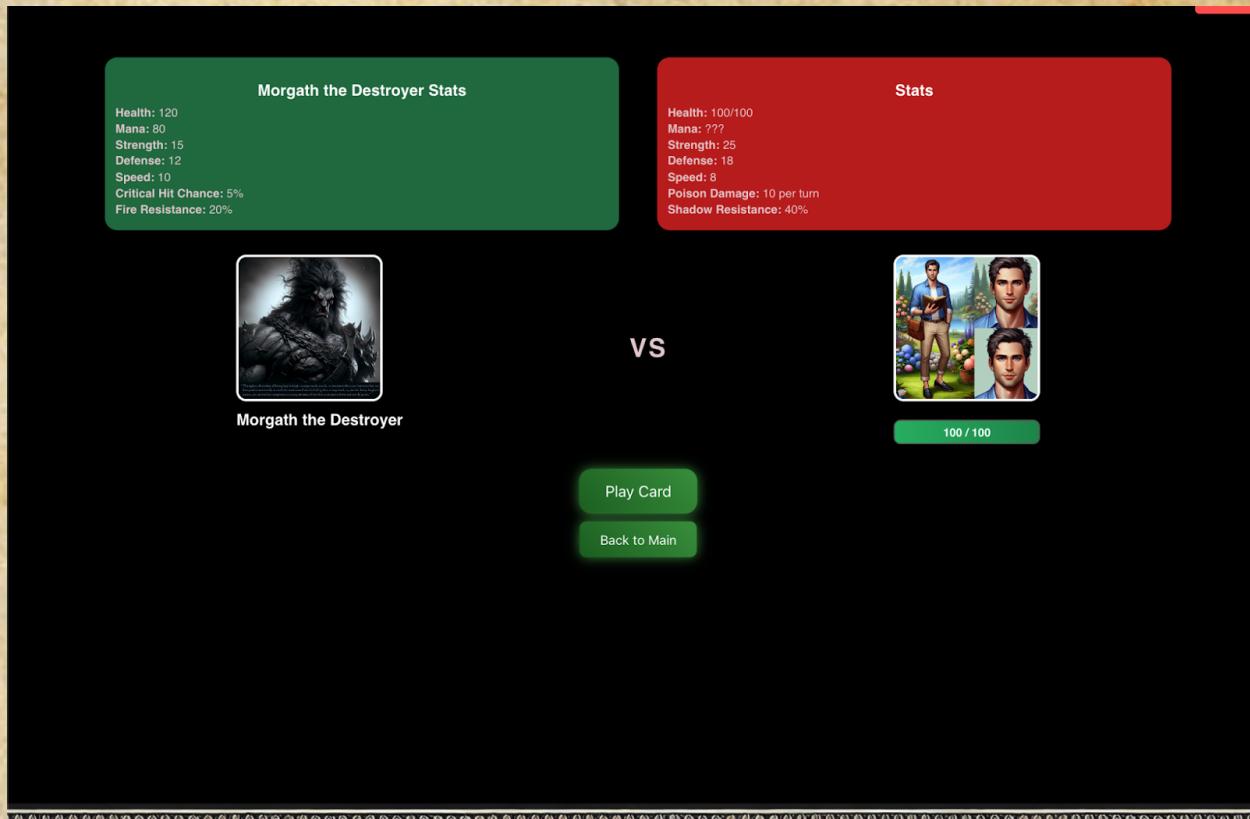
No saves. No forgiveness. Death is final. This is your mode if you think suffering builds character. Health and stamina get more realistic too, so maybe bring a towel.

THE UI ISN'T AS SCARY AS IT LOOKS

Let's break it down:

- **Top Bar:** Health and mana—watch these like a hawk
- **Bottom:** Your card hand lives here

- **Center Arena:** All action, all drama
- **Text Input:** Story choices, spicy dialogue, or just typing “hello” to feel alive



The screenshot shows a digital card game interface. At the top right is a red "Logout" button. The main title "The Last Game" is centered above a dark rectangular area. On the left, there's a circular portrait of a character named "Morgath the Destroyer". Below the portrait are two progress bars: one green bar at 120/120 and one blue bar at 80/80. To the right of these bars are three green buttons labeled "View Deck", "Enter Boss Fight", and "View Game Manual". A large, semi-transparent gray box covers the right side of the screen, containing a paragraph of text about the Frostwood. At the bottom, a green bar asks "Welcome to the adventure! What will you do next?", followed by a text input field with placeholder text "Type your response..." and a green "Submit" button.

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?

A: Yes, you can save cards to your collection for use in future runs.

Advanced

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 `run 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.

The screenshot shows two terminal windows side-by-side. The left terminal window, titled '5_2.cu 2', displays code for a CUDA kernel named transposeTiledKernel. The right terminal window, titled 'backend — main < go run cmd/api/main.go --port 8080 — 80x26', shows the output of a Go application running on port 8080. It includes logs about router and route initialization, serving character images from a specific directory, and the server starting on port 8080. The bottom of the right terminal shows Vite version 6.2.6 ready in 258 ms, with local and network exposure options and help information.

```
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

VITE v6.2.6  ready in 258 ms
→ Local:  http://localhost:5173/
→ Network: use --host to expose
→ press h + enter to show help
```