

There are some economic constraints for this project. The two main costs are hosting the game application and hosting the LLM inference server. Public deployment is going to be necessary to fully demonstrate the application. There are currently no plans to monetize the application and it will be shared as freeware available on github. I will need to spend some amount of money to host the game. The application interface for interfacing with the LLM should be designed in a way it can interface with commercially available LLMs.

There are a few general security concerns. This application includes a file upload and storage feature so the backend will need proper authentication security. The implementation for how the backend spawns the gameserver(s) will be important to avoid abuse.

There aren't any real legal concerns for this application. I won't be using any proprietary assets or software. Educators are free to use this application in the classroom. The two main costs are hosting the game application and hosting the LLM inference server. Public deployment is going to be necessary to fully demonstrate the application. There are currently no plans to monetize the application and it will be shared as freeware available on github. I will need to spend some amount of money to host the game. The application interface for interfacing with the LLM should be designed in a way it can interface with commercially available LLMs.

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