**Finalizing G00s3 boardgame**  
 **Requirements:**

**Background design**  
 **Complete**

**Route / track**

**Complete**

**Interactive dice**

**Incomplete: Missing code**

**Player movement**

**Incomplete: Missing code**

**Added manual movement placeholder mechanics.**

**Player characters**

**Complete**

**Inventory**   
**Partially complete: Functional but missing features**

**Powerups**

**Incomplete: Missing code**

**MCQ’s**

**Incomplete: Missing code**