**Discussion**

After teaching important developmental aspects to the game designer, the book now concludes with reminding the designer of his responsibilities he has as an ethical designer.

Even though the profession is usually not very glorified (game users don’t remember names of people who developed games/movie script/song lyrics), that does not mean game designing is only about being cogs in a machine for industries and doing only as they instruct. Being obscure does not mean that we or our work is insignificant.

All game designers have the power to implement safe and unsafe game features. The safe game features take some extra effort to implement and are most likely not specified by gaming studios to develop in projects. In this case, the game designer must take some ethical responsibility and use his abilities for the betterment of society by disabling. According to the author, it is immoral for the game designer not to care about the potentially malevolent effects of his game and leave all the legal issues to the lawyers.

As game designers, we are the harbingers of the new age. We are defining the experiences and thought processes of the next generations. We are responsible for creation of online communities where many can find satisfaction, bonding with friends and a sense of connection with the wider world. And we are also responsible if what we create leads to children being abducted or other vile acts being facilitated by the game’s features.

**Implementation**

Our game has two possibilities for misuse by anonymous miscreants: the lobby/out-of-game-session chat and the in-game-session audio chat. To safeguard against dangerous occurrences, we can have filters that detect when personal information is being shared in group chat or private chat involving minors. In case of this being detected, game moderators can view the chat and determine whether that chat needs to be disabled or not based on context.

In place of that, we can also simply do away with the feature for minors and only allow them communication in a guild, lobby or privately if they demonstrate their adulthood by signing up with a Google account of appropriate age.

It’s not a permanent solution, since minors can circumvent by creating fake accounts and still access the chat features, but it is at least a hurdle which will discourage a significant proportion of minors from chatting. It also has a drawback since including these checks and signup before playing repel some players if the game features are not that attractive. So such measures would raise the game expectations of the users, and the game features would accordingly have to be increased in attractiveness.

As fourth year students at LUMS, we are developing a videogame as our final year project. But we should not dismiss the possibility of this game becoming very popular and thus being able to affect the lives of children in the world (positively or negatively). We must thus act accordingly.