Title Here

COMP230 - Ethics and Professionalism

1507516

October 30, 2016

Crowdfunding has become increasingly popular as a way to fund game development in recent years, this paper reviews if this method of financing effects the successfuness of the game project, futhermore

1 Introduction

Does having a crowdfunded game project decrease productivity of developers compared to a company financed by a publisher?

Are kickstarted projects more

Is it acceptable that a lot of new game titles are charging money for games that may not be finished?

How successful are the kickstarter games compared to games funded by publishers?

Publishers put presure on developers to get the game done by a set date, where as kickstarter does not put pressure on developers, this means that games these days are spending more time in the "early access" stage rather than being finished.

2

3 Conclusion

References