

Title Here

COMP230 - Ethics and Professionalism

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1 Introduction

Does having a kickstarted games project decrease productivity compared to a company financed by a publisher?

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 pressure 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