Nowadays, when the diving into VR is upcoming, there are a lot of fears and discussions of non-return from supplemented reality, and because of that, in my opinion, game designers should follow some ethical and moral limits in making products. There are a lot weak points in games with “diving”. For example, how will you understand that you are in real world, if “diving” invention catches all you nerve signals? The mind and the body can’t live separately as said Morpheus in film Matrix. Although it will be great, if you can become your favorite character, there is a risk that somebody will control you. And you can find that there is a lot of “if” in this question. I guess, that we must find the solution of this problem before somebody suffered or even dead…