BCS CODE OF CONDUCT

The following document outlines how our team has conformed to the BCS code of conduct.

1. **Public Interest**

You shall:

a. have due regard for public health, privacy, security and wellbeing of others and the environment.

At no point does our team or project impede the health, privacy, security or wellbeing of any potential players or partners in the project.

b. have due regard for the legitimate rights of Third Parties*.

There are a limited number of third parties involved in our project. The ones that are involved include the developer of the engine the game runs on, Unity. Additionally, because our game is a remake of the original 1980's title 'Battlezone' by Atari we have had to make consideration of potential copyright infringement. Our game is a remake of a title which is no longer published. We do not intend to sell or publish this title in any way, shape or form so there is little in the way of legal ramifications. The final piece of third party involvement in our project is the use of Vectrosity. This third party rendering software was legally purchased by the college and used in our project.

c. conduct your professional activities without discrimination on the grounds of sex, sexual orientation, marital status, nationality, colour, race, ethnic origin, religion, age or disability, or of any other condition or requirement .

While our project does not accommodate those of certain physical disability such as blindness or certain motor disabilities, at no point does it discriminate against any of the aforementioned groups. At no point has our group made any prejudice towards these groups and have actively considered facilitating such issues in the initial planning phase. This was not met due to time limitations alone.

d. promote equal access to the benefits of IT and seek to promote the inclusion of all sectors in society wherever opportunities arise.

Our Unity development environment was chosen for a number of reasons, one of which was its inclusive and diverse nature. This engine allows it to be run on many different platforms and ported to others in future. This promotes equal access across devices, platforms and operating systems.

2. **Professional Competence and Integrity**

You shall:

a. only undertake to do work or provide a service that is within your professional competence.

Our project was chosen to be developed and completed at a level that was within our ability to do so.

b. NOT claim any level of competence that you do not possess.

Our team has made no false claims to our ability or levels of competence

c. develop your professional knowledge, skills and competence on a continuing basis, maintaining awareness of technological developments, procedures, and standards that are relevant to your field.

Our team has made numerous discoveries and developments throughout the development of this project. We have worked with one of the latest versions of the Unity engine. We have also worked with experimental technologies such as Vectrosity.

d. ensure that you have the knowledge and understanding of Legislation* and that you comply with such Legislation, in carrying out your professional responsibilities.

Our team understand and complies with all relevant legislation to the project we have undertaken

e. respect and value alternative viewpoints and, seek, accept and offer honest criticisms of work.

Due to the nature of our team project we have met with multiple and sometimes opposing viewpoints from the members of our own team. We have changed and developed the project based on said viewpoint. Additionally we have also addressed the criticisms of outside sources to the project itself.

f. avoid injuring others, their property, reputation, or employment by false or malicious or negligent action or inaction.

Our team has not engaged in any malicious behaviour that could potentially harm another individual

g. reject and will not make any offer of bribery or unethical inducement.

Our project involves no bribery or monetary compensation of any kind.

3. **Duty to Relevant Authority**

You shall:

a. carry out your professional responsibilities with due care and diligence in accordance with the Relevant Authority's requirements whilst exercising your professional judgement at all times.

The team has made considerations and built the project around the relevant authorities (client) requirements. We have worked out how to best approach these requirements through the span of the project

b. seek to avoid any situation that may give rise to a conflict of interest between you and your Relevant Authority.

The goal of the project is to meet the needs of the customer or client. As such no conflicts have arisen between the team and the relevant authority thus far and would be dealt with if they should.

c. accept professional responsibility for your work and for the work of colleagues who are defined in a given context as working under your supervision.

All team members were assigned to their designated roles and accept full responsibility for such roles and all they entail.

d. NOT disclose or authorise to be disclosed, or use for personal gain or to benefit a third party, confidential information except with the permission of your Relevant Authority, or as required by Legislation.

No confidential information has been provided or disclosed to any third party.

e. NOT misrepresent or withhold information on the performance of products, systems or services (unless lawfully bound by a duty of confidentiality not to disclose such information), or take advantage of the lack of relevant knowledge or inexperience of others.

At no point has our team misrepresented the performance of function of any part of the final delivered product. All functioning/non-functioning parts will be disclosed with the relevant authority upon completion. The team will not take advantage of the relevant authorities potential lack of knowledge or experience in the topic.

4. **Duty to the Profession**

You shall:

a. accept your personal duty to uphold the reputation of the profession and not take any action which could bring the profession into disrepute.

Each member of the team agrees to uphold the reputation of the profession to which we are engaged.

b. seek to improve professional standards through participation in their development, use and enforcement.

It was a priority for our team to be following the common professional standards throughout the entire project, as it ensured that our final product would always be of the highest quality.

c. uphold the reputation and good standing of BCS, the Chartered Institute for IT.

Our team has completely conformed to the code of conduct of BCS as can be seen by the current document. Our team will continue to uphold these standards and reputation.

Throughout the course of this project, we interacted with several people outside of our own team. Each one of these people were treated with the utmost respect, and we always interacted with them in a professional manner. We accomplished this by sending formal requests for resources and other information through either email or personal interaction where appropriate.

The team fully agrees to disclose any criminal offences which occur within the duration of the project or any future projects. The project is not at risk of bankruptcy and as such will not interfere with this code of conduct.

The team has actively encouraged and supported each other in development throughout the entire duration of the project.