In terms of game context, I’m reminded a lot of Pikmin. In it, you control a leader who commands a large team of smaller plantlike creatures. Everything they do is determined by your input. And especially as a child, you get attached to these small creatures. Unless you play perfectly, you’ll come to situations where you have to choose between life and death of your troops, or between different groups of Pikmin. They don’t necessarily have their own personalities, but because of the way that they’re characterized, you feel bad if any of them die. This game practically is a constant working example of the trolley problem if you play it in that way, which is the most optimal way to play.

I think this is a great example to look at in terms of thought experiments in video game format. Even outside of the Pikmin army example above, the game constantly has themes of questioning ethics. Should you have killed the relatively innocent animals for getting in your way? Should they have been killed to save a company from going bankrupt? Is the life of the player character more valuable than those of the “disposable” Pikmin workers?