**Brief (3D modelling, Animation, Game Design and Game Development) –**

You have been hired by the Intergalactic Games Company to finally produce a prototype of a game, which will be pitched to the board of directors. The pitch must include the design and documentation of the process behind developing the game, 3D models and animation of the models. It must meet specific criteria; it can be of any game genera, developed in any engine, the target audience must be 7+ years, it can be low polygon but still visually appealing art style. It must also have multiple fail states to challenge the player, a tutorial and boss level, sound and musical assets are essential too.

**Legal and Ethical Issues Surrounding 3D modelling, Animation, Game Design and Game Development –**

There are many legal and ethical issues that surround the development process of 3D modelling, model animation and game development, below are the legal issues surrounding each development process.

* **Copyright –** When creating all of the assets no copyright infringement will occur due to creating all assets and textures by hand and from researching games with similar concepts so my work is not infringing on other company’s copyright.
* **Confidentiality –** A confidentiality agreement between the developer ‘myself’ and the publishers will be made to keep the details of the game secret until it has been released, this is known as a NDA or Non-Disclosure Agreement.
* **Decency/Respect** – Due to the define age rating of the game of 7+, there will not be any indecent aspects to the game, the visuals, messages and morals will conform to accepted standards of morals and respectability. The game will directly work on the guidelines of the PEGI rating system for the UK and the ESRB rating system for the US. Also the game will not be any notion of sexuality, religion, gender and race.