Unity Monetization changes  
Unity has recently changed their monetization model. Research what has changed (find the official Unity sources), then do some research into the feedback from the game developers. Then answer the following questions in a research paper paragraph format:  
  
1. What changes did Unity make to their monetization model?

2. Who does this change affect?

3. What has the feedback from the community been to this change?

4. Why do you think developers have reacted the way that they have?

5. What is the worst-case scenario of this decision on developers?

6. Why do you think this decision was made?

7. What do you think the potential outcomes of this decision will be?

8. Do you think this decision has positively, negatively, or neutrally affected Unity’s brand?

9. Cite your sources in a references list