Should Video Game Developers Have Moral Obligations During Design?

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In this report I will explore and attempt to answer if a games developers should have moral obligations during the design process? I will explore existing high rated games and lower rated games in order to understand the design purposes behind those games. I will also explore the medias response to games like "Hatred", "The Call of Duty Franchise" and "DOOM". Along with Medias response I will relate them to from what moral standpoint did developers stand at when they were designing these games. What message were developers trying to convey and whether or not they took the right approach from a moral standpoint. I will look at consumer and critic's reviews & play these games myself to get a feel of why these are such controversial games. Using the research, I have gathered from exploring these areas listed I will conclude whether or not Video game developers should have moral obligations during the design process of a game.

Sources: http://store.steampowered.com/app/341940/ Hatred (yes im linking the actual games)
http://store.steampowered.com/app/10180/ Call of Duty Modern Warfare 2
http://store.steampowered.com/app/379720/ DOOM 2016
Sadism and Masochism: The Psychology of Hatred and Cruelty Book by Wilhelm Stekel
The Military-Entertainment Complex Book by Tim Lenoir & Luke Caldwell.
The First World War in Computer Games Book by Chris Kempshall
Joystick Soldiers: The Politics of Play in Military Video Games by Nina B. Huntemann (Editor), Matthew Thomas Payne (Editor), Ian Bogost (Foreword)
Hatred: The Psychological Descent into Violence by Gaylin (Author)