Ethical issues

# Discrimination and gender bias

Due to the wide variety of customization we have incorporated into our game; it has come to mind that it may suggest heavy gender bias as, with so much being able to change, the gender and the shape of the chef is static. While the reason may be due to development time and capability, to an outside observer this may appear otherwise. Similarly, the colour changing aspects were introduced from other parts of the project, as they would be easy to implement, and this may allow a player to emulate other races in a derogatory manner. While this has been considered, recent popular games such as Elden Ring have taken similar approaches and there have been no heavily broadcasted instances of this occurring suggesting maturity in audiences for what would be an online game. Our game, on the other hand, is offline and thus these events should be much less prevalent.

To continue that subject; the base chef similarly could be seen as derogatory but the design, and the game concept, itself was based on a popular image of a chef rather than any external beliefs or emotions and, due to our small group that can barely be considered a company, this could instead be used as a marketing point.

# Videogame Addiction

The game itself has the capacity to extend without limit; making the game last only as long as a player finds interest in the subject. Combined with aspects such as randomization, while also limiting the player’s capacity to access these randomized assets, would encourage the player to find enjoyment in the replayability. To consider this subject further, the player also has a level of progression. With each level completed the game gets more difficult.

What this means is that a player could spend any amount of time on this game.

# Encouraging violence through use of kitchen tools

The game itself is portrayed as a kitchen, using kitchen tools as weapons, outside of one or two comedic weapons. With the cartoonish art style we must consider that young target audiences will use this game and as such; they may see the kitchen tools being used in such a manner and say; consider throwing their kitchen knife. Ideally this effect will be mitigated due to both the unrealistic art style and enemy targets being food related.

# Epilepsy issue

The game is composed with multiple assets that, while animated, can change colour rapidly. This can trigger epilepsy in players that suffer this medical condition. To consider this we have slowed the effects dramatically to avoid the issue but it must still be considered and can still probably cause effect in those with more major symptoms.

Legal Issues

# Copyright

The game’s concepts and graphical appearance are inspired from multiple games, such as Enter the Gungeon™ or Rogue™. This will obviously lead to users creating a connection as the genre is shared but there might be unintended copyright issues that were not considered, or found, such as similarities in certain textures.

Elsewhere we can consider outsourcing our audio clips potentially causing issues. While our developers have looked into avoiding anything that might be copyrighted, there is always the possibility of an instance being missed or advertised falsely which could cause issues as there have not been any records of where these were found at the instance of being incorporated into the product.

# Red Cross

During the development of our game we heavily considered different aspects in games which show similar approaches to the genre we’ve attempted to emulate. One of which were sources of health. To follow the theme of our game we’ve instead gone with using food as sources of health to avoid any connotation to representing a red cross as a source of healing which would enter the domain of being a war crime.