Policy Review Worksheet

# IP, Copyright, and Ethics Policy Review:

1. **What policies and procedures have you been following while working on your project, and how has it affected the way you’ve worked?**

I didn’t want to use any assets outside of what was given to me for the tanks project, this was to avoid any copyright and keep the project at a simple level while I am learning. In terms of procedures, I followed the tutorials given to me and added features and extra mechanics where I felt they were needed. My focus was towards the game functionality, given more time I would add to the level design and make the visuals and UI look better.

1. **Have you used any assets from external sources while working on your project? If so, how did you check that you were allowed to use them?**

I only used the assets provided in the Game Development Basics Module for this course. I had a look at the Unity Asset Store and found that when you purchase an asset you can read the license agreement details for the asset before purchasing. You can also buy the license type for a single entity or a multi entity(expensive).

1. **List 3 different kinds of IP that you can find in a game:**

* Artwork (level art, environment, characters, destructible objects)
* Audio (background music or sound effects for certain actions)
* Source Code (code written for anything to do with the game)

1. **Think about some potential risks related to IP, ethics, and privacy policies that can come about when working on a game. Add them to this table, along with the potential consequences that they can bring:**

|  |  |
| --- | --- |
| **Risk** | **Potential Consequences** |
| Copyright of someone’s IP | Legal costs or taken to court |
| Company doesn’t disclose what data it collects | Fines |
| No parental consent | Breaking the law |
| Crunch | Lose employees and possible lawsuits |
| Unprofessional behaviour | Lose job |

# IP, Copyright, and Ethics Policy Compliance Evaluation:

1. **List any IP, ethics, or privacy policy infringements you’ve encountered while working on your project. These can be from your project or another student in your class:**

Some other students in the class used assets from the Unity asset store, if they were to continue and release these project’s I imagine they would need to credit the asset creator in the game. Depending on what assets the other students used the creator might be entitled to money if they made any from their game.

1. **Read through the example Policy that has been provided to you, and suggest two improvements that could be made:**

* Make the policy specific to the business or operation
* Focus on what is important to the reader, don’t bury important details under loads of legal clutter.