**Knowledge Questions**

1. What is a privacy policy, and when does a game need one?

A privacy policy is a statement which explains what data a company is collecting, how it’s being stored, when it gets deleted (or if it doesn’t), and how/where that data is being used. A game needs a privacy policy if they are collecting any user data. Examples include login details, analytics data, and age confirmation if you have a higher age rated game.

1. Data collection laws are particularly strict when it comes to which group of people?

The laws are particularly strict when it comes to children, which is defined as someone under the age of 13-16 depending on the region. Most countries require parental consent before any data can be collected from children which can be done by activation emails, written forms, small monetary transaction, or a phone call. You need to adhere to these rules even if your game is targeted at an older audience or potentially face a massive fine.

1. What is Intellectual Property, and which types of IP are most relevant to game development?

Intellectual Property is an idea or creation that belongs to someone which carries the intention to stop people from stealing ideas and designs. In general terms when people refer to IP in games, they mean the game series, but there are many forms of IP inside of game development. These include art assets, source code, story and characters, audio, and level design to name a few of the most relevant types.

1. Where can you find assets to use in your game, and what do you need to keep in mind when using a lot of these sites/services?

Most game engines will have some form of asset store where you can find assets to use in your game, they can range from art asset packs to tools that reduce the programming or design load by providing useful functions. You can also get things like audio, art, and animations from plenty of other sources online. The most important thing to keep in mind when using these sites/services is to get permission. If you don’t have permission, then you can potentially face fines or legal action most likely damaging your team’s reputation in the process.

1. What are creative commons licenses, and how can they help when you’re searching for assets to use?

Creative commons licenses are licenses that give the public permission to use creative works in different ways. There are six different CC licenses, each one has different rules regarding whether it can be used in commercial products, or whether you’re allowed to modify it. This is helpful when searching for assets to use so you know what permissions are allowed/required for the asset, saving yourself from getting in trouble down the line.

1. Why is a code of ethics a useful thing for a studio to have?

It is a useful thing to have so everyone in your team knows what practices and behaviours need to be followed while working at the company. You want to define the company culture, set the standards and expectations, and let everyone know your values. The code of ethics needs to be written down, so it is clear for everyone to see and follow so people don’t go doing there own thing which can ruin team chemistry.

1. What types of things would usually be covered in a code of ethics?

The code of ethics should cover consequences, so everyone knows what will happen if they don’t follow what is in the code. It can include things like how employees are required to act in the workplace, so it stays professional. Some of the business practices that can be addressed are workplace crunch/overtime and how you want to monetize your customers (loot boxes, pay-to-win mechanics, timed events/content etc.).

1. What is a class/static variable? How is it different than an instance/non-static variable?

Static variables are shared across all instances of a class whereas a non-static variable is specific to that instance of a class. Basically, a static variable is like a global variable and is available to all methods. Non static variable is like a local variable and they can be accessed through only an instance of a class.

1. What are code comments, and why are they important?

Code comments are human readable descriptions that are placed inside the C# script which details what the code is doing. It is important so you or anyone else that may read over the code can understand what exactly the code is doing. Very helpful if you haven’t looked at a project for a while. Good code commenting can also make finding bugs faster.

1. What options do you have for testing and debugging your game?

Unity supports debugging of C# code using various code editors e.g. Visual Studio with the Visual Studio Tools for Unity plug-in. This allows you to inspect your source code while your application or game is running. For general game testing purposes, you can play your game in unity to test the functionality and make sure things are working as intended. You have the useful option to pause in this state as well.