Intermediate Game Development – Knowledge Questions

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

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| Games need Privacy policys when there is any user data. That means user actions, information, etc. Privacy policys will not take any information to protect any kids without a parents permitions |

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

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| Children |

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

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| Intellectual Property (IP) is an idea or creation that belongs to someone or a company, if IP laws are broken  if IP laws are broken then the item that broke IP laws then that item gets taken away and the user who created it can get sued. |

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?

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| Assist store  Audio/music  Any IP items in any assist store need to make sure nothing is braking the law before its published |

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

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| Creative commons liencses were created to give public permission to use creative works in different ways.  <https://creativecommons.org/about/cclicenses>  This link can be used to understand what cc liencses are being used and what they mean. |

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

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| The code of ethics is a useful thing to have because it tells the studios what they can do and what would happen if they break the code of ethics |

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

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| Expectations  Behavoiur  Discrimanation  Respect  Sexism/racism |