Intellectual property

After watching the informative videos on intellectual property, I have gained valuable insights that I will carry forward in my journey as a game developer. I now understand the distinction between rules and expressions, and I am aware that if I wish to borrow an idea, I must implement the mechanics with my own unique set of rules.

It is crucial to recognize that fictional worlds can be protected in cases like Duke Nukem and Paramount Axanar, which serves as a reminder to avoid mistakes and not toy with copyright laws. Game mechanics, often referred to as the rules, form the backbone of gameplay, while copyright shields the expression of ideas but not the ideas themselves, or the functional processes and systems.

This newfound knowledge has prompted me to contemplate more deeply about the games I wish to create or publish. I am committed to continually expanding my understanding of copyright laws and conducting thorough research to ensure that I am always in compliance.