

Security Considerations

Piracy

One of the things we need to consider is people pirating our game. There are copyright laws in place that protect our work from piracy, but we know people will still pirate the game in spite of this. Studies have shown that attempting to fight piracy directly is always a losing battle. Piracy is an indicator that the game is priced too high for the people that wish to play it. To manage piracy of our game we will keep the price fair as well as implementing regional pricing if needed.

Cheating/Exploiting

The game we have created is a single player experience with no achievements. Therefore, if a player wants to cheat, mod, or otherwise exploit the game, it is completely on them as it will not have any effect on others.

Malicious Code

We have not and will not include any malicious code in our software. We will not ask for any user information nor will we take any data from the users. It is possible for exploits to get through from Godot, but that is out of our control as this would be an exploit within the Godot engine. Our game doesn't connect to the internet in any capacity so there is very little chance, even through an exploit, that any damage could be done.

Payments

If the game is released, we will be releasing it on Steam. Steam handles all payment information and we will never have to touch it in any capacity. The game is a single one time purchase without any in-game purchases so beyond the initial purchase on Steam, payment information is never required again.