

Relevant Implication

Legal

What this means for my game is if I use things like photos, sounds and or a concept already created by someone else without mentioning them or giving them credit for their work. For example, if I copy a game like Mario I could be sued for a lot of money because Nintendo owns everything about that game. However if the company said I could use things such as images and whatnot I would have to mention that whatever I was using is theirs. Luckily for me, I have created all of the images for my sprites and maps so I am the creator and can't be sued for my own work however I might have to mention the place where I made the images.

Cultural

I would like my game to be culturally acceptable so as to not offend anyone who would play my game. This could be done by not stereotyping any type of people like designing my character a certain way that would not offend someone. Even accidentally making a mechanic in my game that people won't like, for example the shooting part of my game. Maybe some people would like kids to play such a game even though it is PG.

Aesthetics

Even though I am bad at art I would still like my game to be somewhat appealing and relatable. That is why my character is a badly drawn stickman. At least everyone can draw and has drawn a stickman and it is easy to make and use which is why I wanted my character to be one. Background character design and levels are what I want to focus on as I think it is the most important part of a game. For example, it doesn't matter if your controls and concept are cool, if the game doesn't look good why would you want to play it.