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**Ethical Issues**

Teamwork has played an integral part in human accomplishment, and whether a team comprises of a duo or hundreds, getting a common goal accomplished may require a level of cohesion that requires each individual to have a hive minded mentality in order to solve intricate problems, and the rewards of these types of achievements may never be achieved through solitary means. However, along the way, there may be certain ethical issues that may question the path to these accomplishments.

In a general team setting, a balanced distribution of work is not necessarily mandatory for a project’s completion, but having additional work being piled on a single worker or a small group out of a larger comprised group when said work could have possibly been distributed to the entire group in smaller increments is unacceptable. Stealing or plagiarizing someone else’s work without properly crediting the original creator is also something that should be frowned upon.

When dealing with action games in particular, you have a target audience in mind and it’s important to have the level of violence at a level that doesn’t exceed the amount of blood and gore that doesn’t offend said audience. For example, having a games main protagonist kill off a legion of robots or alien rather than other people could make all the difference in a games acceptability in a family setting.

Sexual content is another touchy subject when considering the content within a game’s story. Romantic elements are being increasingly included in games, however whether to include any erotic content can be a very risky decision, especially if it’s not a vital part of the games overall story.