My memory game as it stands does not raise many outstanding problems with ethical impact. Due to the edgy nature of the jokes made and referenced in the program, interaction with this game may cause players to recoil and possibly offend certain religious players. Moreover, the light attitude with which the program addresses a particularly difficult and serious moment in history (the Spanish Inquisition) could result in players taking the horrors of that period too lightly and lead to the possibility of them making jokes that others may find offensive or inappropriate. On a different note, my memory game could have effects on human interaction. If people prefer playing my memory game over the old-fashioned sort, with a partner and a pack of cards, my program could decrease human interaction, possibly lowering peoples need or desire to interact with others. By replacing a human partner with a machine, it is possible my program could decrease humans’ feeling of uniqueness. Aside from possibly causing offence, my game could possibly lead to end of humanity. If you paste the 3 lines of code hidden somewhere in the Read-Me file into gameBoard.py after line 127, the funniest joke in the world will appear, two words of which has been known to cause a state of comatose, and the entirety of which has been known to suffocate and kill its reader. However, other than those potential problems, my memory game doesn’t seem to affect much greater ethical issues than any other simple memory game. Have Fun!