During the creation of the game there were some main constrains. Some of which were legal and some of which were technical constrains. The technical constrains where if the game was going to be online or offline and the testing of the game. The legal constrains where copyright, open or closed source and maintenance. Both categories are described in depth bellow.

**Legal Constrains:**

One of the constraints is copyright, a law that protects the computer code used in games, music, videos and many more. It is made sure by the team that the music, images and videos used in the game are not against the copyright law which requires the permission of the copyright owner to use their product. Also, in order to protect the game, the user is not allowed to copy anything from the actual game because it is against the copyright law.

Moreover, we had to figure out if the game would be an open source that will allow the public to make some kind of changes to the game and produce games with a similar idea, or if it will be a closed source which means that it will be a game strictly available only to the user. Whichever of the two is chosen there is still a cost to both, open source software is “free” (free from restrictions). Having an open source, or a closed source will need maintaining and will cost money which means due to that the game will have to be profitable.

In addition, maintenance is also a constrain. Maintaining a game is not easy. We have to make sure that the quality and efficiency of the game are improved and that the failures are reduced without spending a lot of money on it. By having a small in size game, it will prevent extra cost, since the smaller the game the less money needed in order to maintain it, and also it will be easier for the game to load as fast as possible due to the game’s size. Furthermore, we had to keep in mind that whatever was maintained even at its best the game will still have bugs and failures in it.

**Technical Constrains:**

Another constrains faced was if the game will be an offline game which means that the user does not have to worry about the server shutting down, or if it will be an online game that needs a good internet connection in order to function correctly.

Likewise, testing is the most important part to a game. There are up to nine different testing techniques that can be used in order to make sure that the game is ready. Through testing we had to ensure that the quality and performance of the game is good enough for it to be available to users. Testing had to be done in order to identify any bugs that could prevent the user from having the best possible experience using the game. In addition, it is used to test out that all of the game parts are functioning correctly. Lastly, we had to test that the game is able to handle a lot of users using the game at the same time.

**Resources:**

<https://info.legalzoom.com/copyright-laws-video-games-20305.html>

<https://www.coredna.com/blogs/comparing-open-closed-source-software>

<https://www.adda52.com/blog/online-gaming-vs-offline-gaming>

<https://www.testbytes.net/blog/game-testing-methodology/>