

Legal, Ethical, and Social Constraints

Legal Constraints

Discussing the legal side of the development and production of the game, there are multiple things to consider.

Copyright

The plan for the product is to outsource some resources to artists, like the music. So they would own the copyright, but small parts of the game as well, such as open source frameworks like SDL that have licensing attached and fonts.

The project should take into account the agreements that are attached to assets and the licensing that is needed.

Failure to do these could result in laws being broken and possibly fines being applied to me as the sole developer.

GDPR

The game shouldn't take any personal data or store it, but if the scope changes, conditions should be considered for the implementation. Failure to meet these regulations will result in fines that could negatively affect the project.

Hosting and platform regulations.

Many sites/programs, such as Steam, have rules that I have to follow when publishing, for example, making AI use transparent to the customer.

Ethical Constraints

In this section, I will discuss the ethical constraints of the project that are likely to occur throughout and afterwards.

AI uses transparency

With AI being used to write code, create art and music, it's important to declare these when releasing the final project. Steam, itch.io has rules about declaring and even using AI in games. If any AI is to be used throughout the project, it is important that a declaration is made. Without it, regardless of regulations on hosting services, there is still a need to be mentioned.

The use of AI is also an important piece that needs to be discussed further. AI art, music and writing are trained by stolen works without credit, in many ways. Using AI could be seen as a form of plagiarism.

Representation

Due to the nature of the project being 'Creating a Story-Driven Game to Explore Social Issues'. Representation must be done with care. Failure could lead the target audience to feel isolated.

It's important that the target audience feels like the representation is not 'bad'. Although bad representation is different to 'bad characters'. Characters can be written to represent a culture, gender or sexuality, but be 'bad' or 'messy'. Representation should aim to make the characters feel like actual people.

Social Constraints

Accessibility

Discussing the social aspect of the document for the project, there are a few considerations that need to be taken before, during and after the development.

The dialogue will be presented in text format, so it's important to make sure the text is accessible for those with visual impairment.

So, for example, choosing a font that people with dyslexia can read, or allowing players the ability to change the colour of the text.

Culture sensitivity and inclusivity

Due to the nature of the topic of the project, 'social issues'. I have to be careful on how I portray these issues; the overall plan is to go into the project with care and take from my experience, but also the experiences of others. Failure to portray these issues with care and empathy could make the player experience bad feelings.

This goes along with inclusivity. Failure could make the game feel outdated, and could mean failure as a product.