Moral Implications of Our Game

There are many considerations, when thinking about the moral and ethical dilemmas that involved groups may have when experiencing our game. For instance, since our game is close in play style and in game design to the popular game “Worms” then it may develop several issues with being too similar to it and it being public. Also, along this same line, the redistribution of our game will knock off many similar popular games that might also have cases similar to team17, the developers of the game “Worms”. Including the copyright similarity issues, there are other issues as well that must be considered. Another major issue, that must considered is the obvious violent implications that our game basis itself on. While this is a main-stay seller to the major populace that our game plays to, if in the hands of younger minds then this game may provide stress on violence, that when applied to real life, may lead to unintended violent outbursts of said children, who may then connect back to the source of violent outbursts, which may be understood to be us.

To start, let us consider the implications of plagiarism. When we look at our program and compare it to other popular games, we see a few dilemmas. The developers and suppliers of our game might come into conflict with other games that are of a similar nature. This nature implies a standard turn-based game that has the characteristics of artillery based game, with multiple-faceted weaponry, cute animal like models, and an overall goal of eliminating the opposing team. Though this style of game is still within the public domain, the similar map, and model styles
might come in conflict with the developer known as team17. Since, these models might be in conflict, obvious legal and judicial processes will be enacted and the entire project will be scrapped as a consequence of these legal and judicial process, if they go in favor of the original developers, and not including the monetary compensation that must be repaid to team17 if they were to exact such cost in the judicial system. Of course, these problems must be avoided in order to continue the development of team18’s game. For this to continue we must be search through our code and make it so that the entire basis of the game, bears no resemblance to the game “Worms”, and that it be so highly changeable that as the public gets its hands on it, it will begin to mold the game in infinitely different directions than “Worms”.

Then if these issues are not in affect we must also consider the implication that this game gives to violence and its implied endorsement of this cartoon animated violence. This violence we see illustrated by both the objective of the game, and the mentality the player must take in order to win said game. Both of these are to destroy the opposing force on the opposite end of the field. While this is entertaining to the large crowd that this game would sell to, since they are our intended audience, this game is also easily accessible to those that it might not be intended for such as children. Though the game as a whole is entertaining this suggestively aggressive mentality could instill in these children a deeper sense of aggression then was previous there in the child, if this statement is true, than it might instigate litigation and other civil court injunctions that might stop the production of our game. Since this is to be avoided when producing our publicly released, we should definitely seek a labeling service to attach to our game in order to avoid these cases.