Ross A. Dannenberg discusses similarities between popular video games in Heat Street

Ross A. Dannenberg discusses the similarities between “Overwatch,” and, “Paladins: Champions of the Realm,” and the potential for a copyright infringement lawsuit in Heat Street.

According to Dannenberg, video game developers can’t copyright functionality, but they can copyright artwork and character design.

“In the world of art, all art was built on art that came before it,” he says in the article. “It’s always difficult to see when you crossed the line between inspiration and illegal appropriation.”

Please click here to read the full article.

Posted: September 21, 2016