

Intro

DO NOT HARASS INDIVIDUALS SHOWN OR MENTIONED. Gosh, I shouldn't have to remind people but this is the internet.

Doom by Fate's developers have recently shrugged off and pushed the blame onto a photosensitive epilepsy victim, caused by the flashing lights of 1x and the non-existence of an epilepsy mode.

I have been entrusted to make sure they don't get away with that.

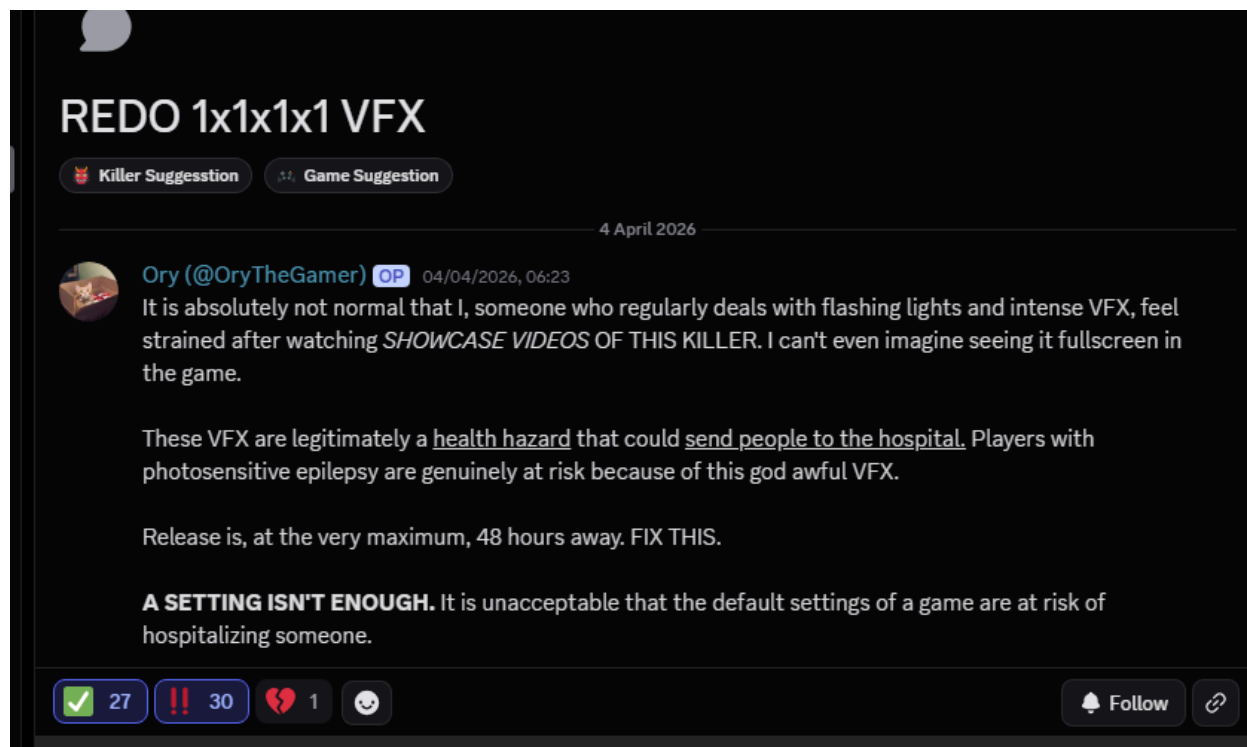
Trigger warning from here on out relating to:

- Hospitalization
- Death

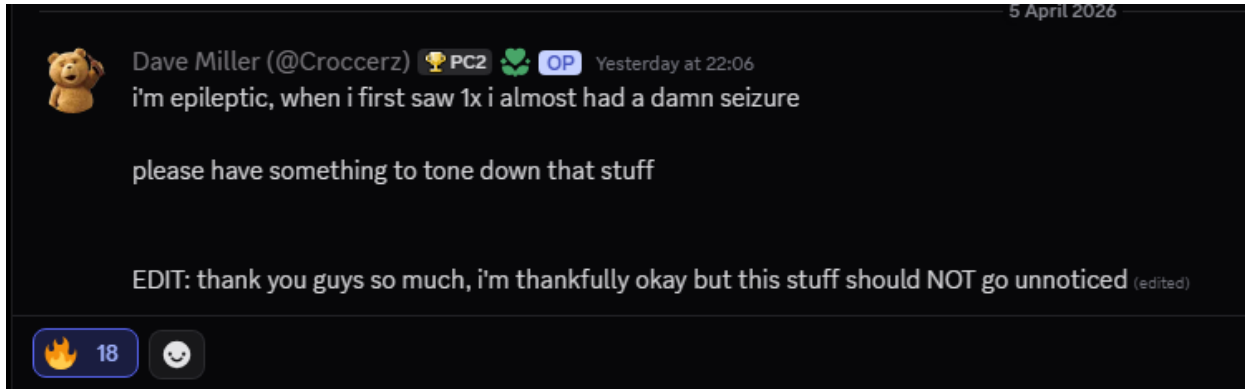
This document specifically focuses on Kit and what the devs say and respond to the situation with. The separate behavior of individuals outside of this situation are for other documents.

Before 1x

Before 1x was released, this thread (and other similar threads) had been seen by higherups over at Doom by Fate. The large number of reactions exist on these threads (which indicates they were popular enough to be viewed by staff), and the threads in question explain how bad 1x is, especially just from a showcase video. This thread also explains that it needs to be the default setting, which is a good point, and should be the default for every game on Roblox with flashing lights.

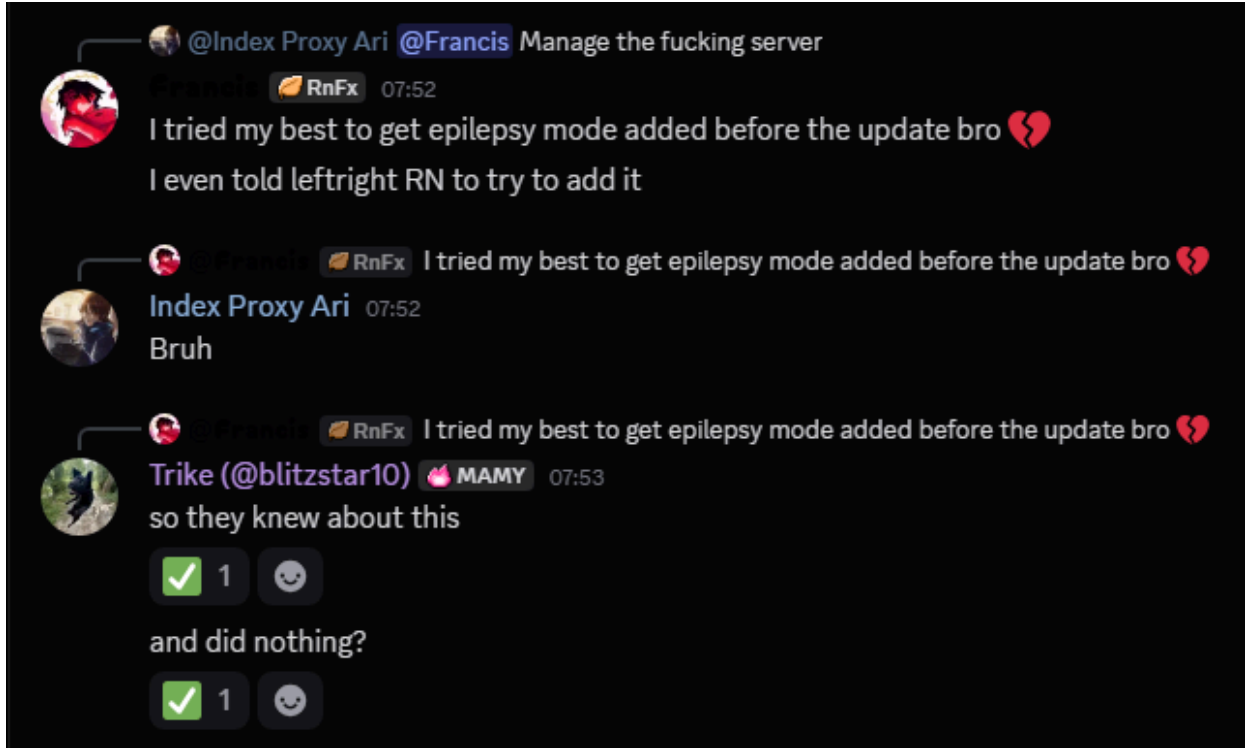


As you can see, it was clear before 1x's release that there were problems with flashing lights causing people distress, sickness, nausea, the like. The fact that an epileptic says this themselves should have been enough to make the staff and developers realize that maybe they can hold off the update for upwards of a week to keep the community safer, but as we will see later, this was not the case.



They also knew 100% because they confirm that Francis tried to get an implementation of an epilepsy mode, but apparently it didn't go through? So far it seems that the release of 1x not having an epilepsy mode is a sign of negligence.

Either way, this is pretty bad, and just goes to show that the developers do not care about safety. Francis trying to get the epilepsy mode in beforehand moreso shows negligence on the developer side, and not nearly as much on the staff-side.

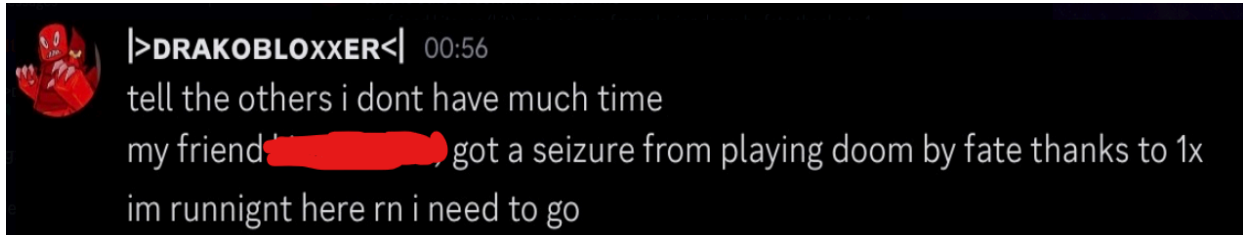


In addition, this update was so hyped that of course friends would drag other friends in to try the game for the first time alongside them. This is common for Roblox games in general, especially if said friend knows nothing about new content. It is

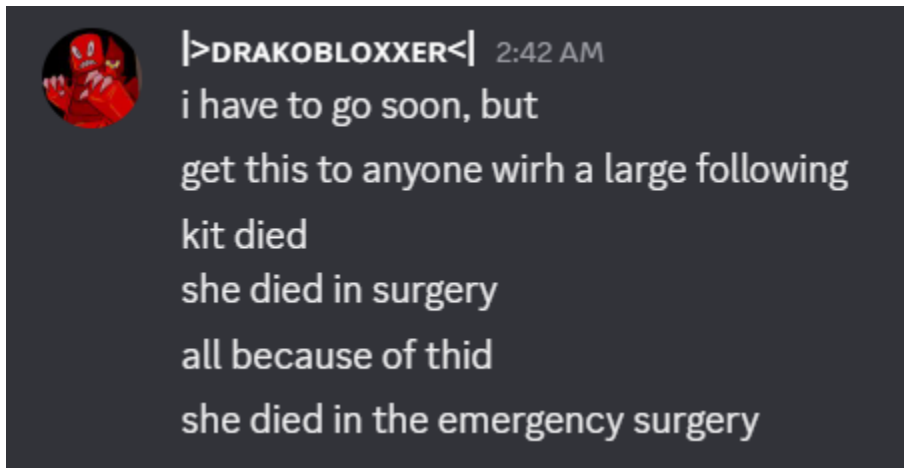
possible the two avoided any showcases of the character so they could enjoy the new content fresh from the tap.

Release

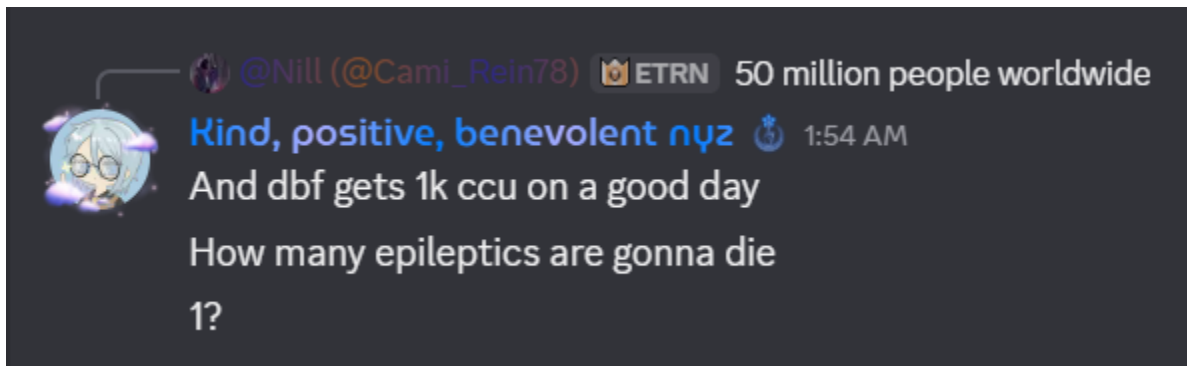
As expected, the release without an epilepsy warning or epilepsy-related settings causes someone with epileptic photosensitivity by the name of Kit to be hospitalized after experiencing a seizure related to 1x's flash effects. This is a completely avoidable scenario that could have been avoided with another delay.



However, we don't get a good ending here. Under 2 hours later, Kit passes away in emergency surgery. Again, this was all because of the negligence shown in the game's update.

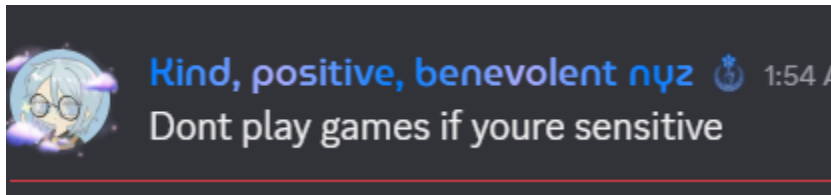


Once word began to spread, the developers and staff responded carelessly and heartlessly to the news and outrage surrounding this. The following is a long list of statements made that either pushes the blame away or blames the victim.

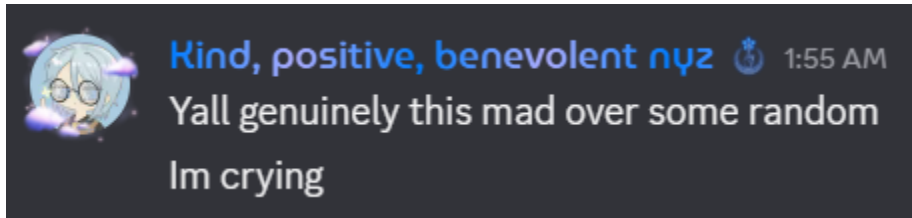


The above doesn't make any sense. You have the well-being of people in your hands,

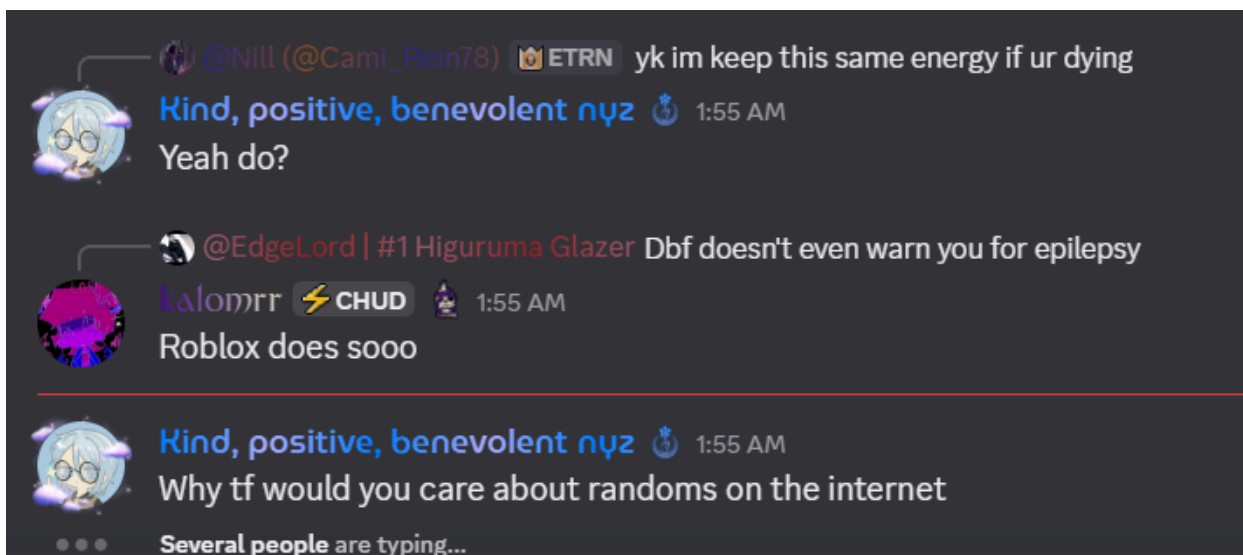
and you choose to make the excuse of the playercount being low? ANYONE dying is a big concern, and you brush it off like one won't affect your public reception.



This also makes no sense. Some people play games because they need an escape from our world that is slowly enshittifying. Some people play games by choice to escape the madness of real life, when the contradiction of this statement lies in how many games exist that have functional (and safe by the way) epilepsy modes. Hell, some games have modes for specific phobias and other such things, and yet you mask your negligence towards your update by "epileptics shouldn't play videogames!" How fucking ableist of you.

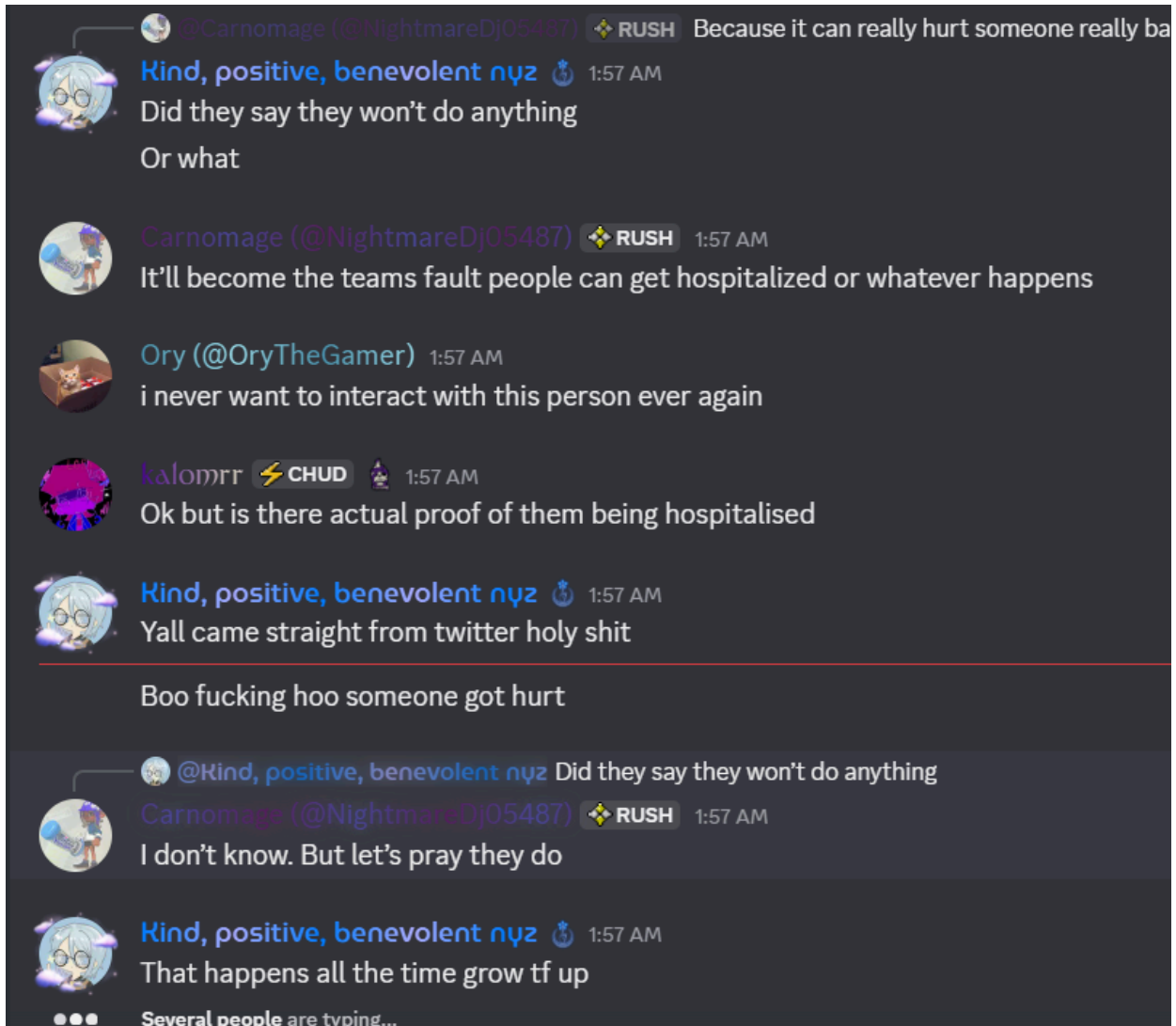


I personally do not know Kit or any of their friends or family, but you don't either. This "random" had a life, friends, and family. Dehumanizing them by calling them a "random" feels like an attempt to say something like "they're just some GUY, let's move on now", which shows later by the way.



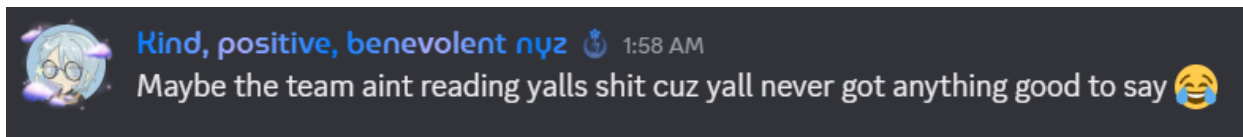
Roblox warning you for epilepsy doesn't matter when it doesn't say it outright in a way that everyone can see, you need to read a specific part of the website. Who the hell is going to clear a metric ton of cobwebs for a basic "Roblox may contain flashing lights"? Therefore it is important for you as a game to have the slightest decency and say you have flashing lights and offer a mode for it.

Unlike videogames with physical media, there is no manual where that's one of the first things it says, so treat your Roblox game like an actual game.

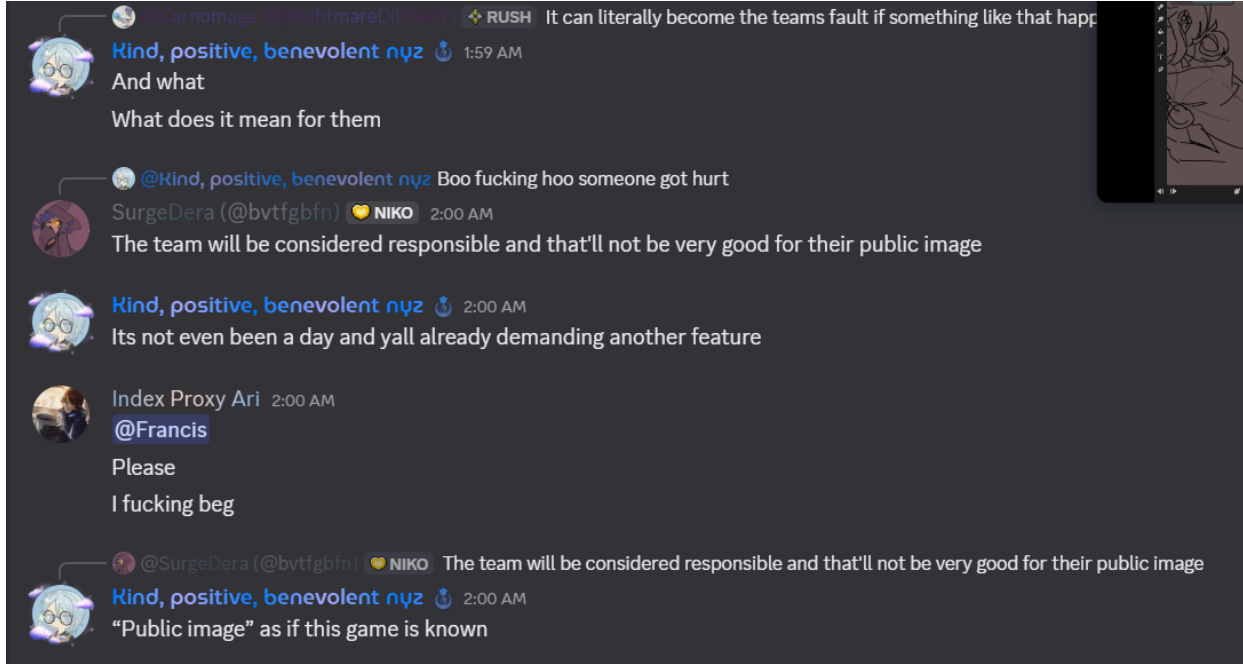


Asking for proof of an epileptic in the hospital is so stupid. "Ah yes, let me try to get a grip with my convulsing uncontrollable body and grab my phone to take a picture of me in the hospital"

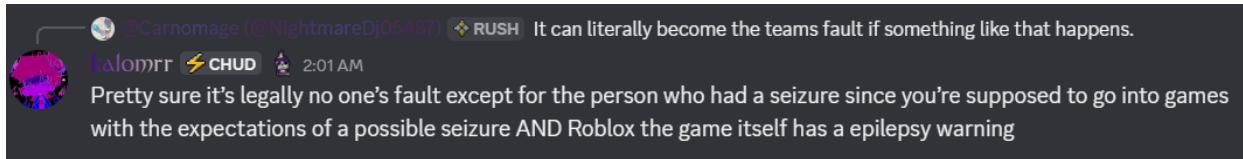
"Boohoo people get hurt it happens all the time grow tf up" only applies if somebody isn't dead. THEY'RE DEAD. THEY DIED. They're not alive to see another day, THEY'RE GONE.



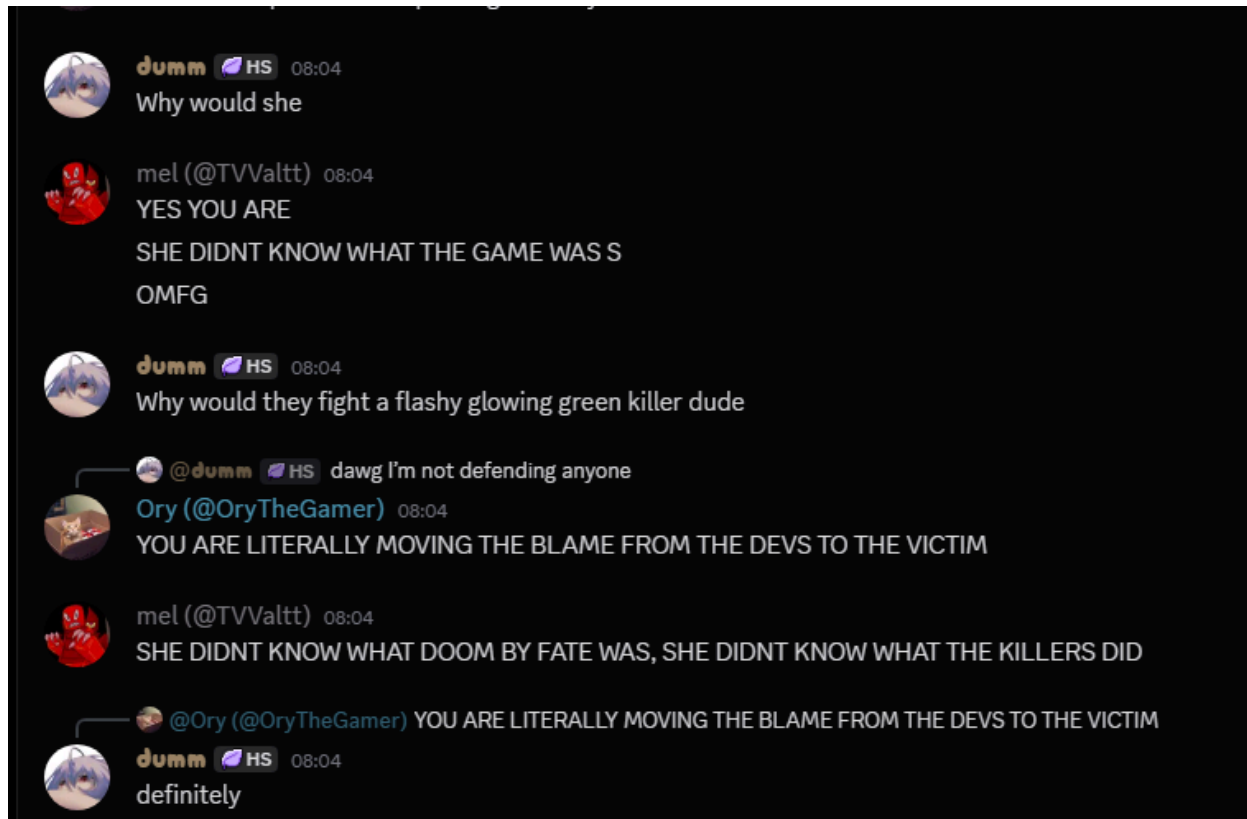
Very careless conclusion they made regarding all of this. This all just boils down to them being careless at this point. It's criticism about how you handled this, especially after somebody DIED. SOMEBODY DIED because of your game, and you don't seem to really care.



Not caring about your public image if anything is probably the worst thing a game developer can say about a game they do not own. You do not speak for them. You are not on their level of authority. You WORK for them. Even if they think the same, this doesn't help your case, either.



Actually, it can legally be your fault. This death falls under negligence, and a negligence ruling can throw out warnings and Terms of Service of most kinds, especially when they're not available for the average person to see. We've seen Roblox get sued over the classic faces already, and those cases threw out Roblox's ToS. So why wouldn't you be legally liable for negligence?



Here, it is shown that Kit clearly knew nothing about the game, having an epilepsy warning and having an epilepsy setting, if not making that the default, should be considered a default setting due to this. The obvious victim-blaming towards Kit is insane.

After release

A little while after the 1x update released, the developers began being swamped with rightful concerns and criticism regarding their handling of Kit's seizure and death.

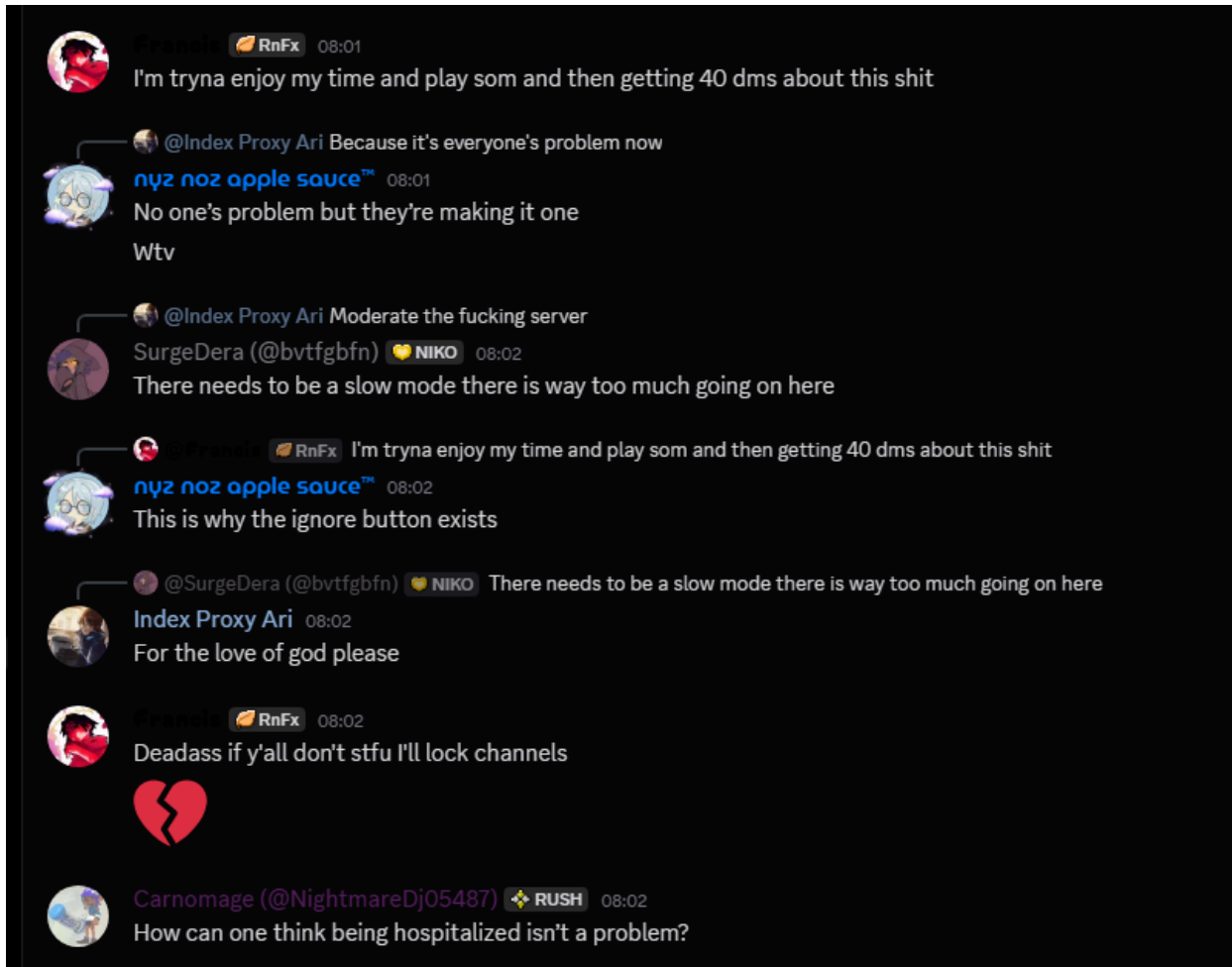
After doing that, one of the only people left with perms in an artist channel posted this after the "Flash Toggle" was added 3 hours after the 1x update, or around an hour after Kit is confirmed dead in emergency surgery.

(EPILEPSY WARNING BTW)

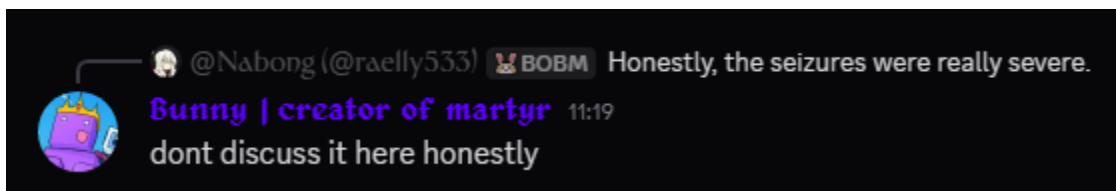
<https://medal.tv/games/roblox/clips/msaSI9bM0vkLqV7rZ?invite=cr-MSxWaTUsMzYxMjU0NTQy&v=150>

If you watched it, you would realize that this so-called "Flash Toggle" does nothing to fix the problem, as 1x still caused the flashing effects to occur. This led to some of the team accusing people of making a problem that's "no one's problem" everyone's problem, when it was all simply criticism regarding their response to Kit. They even threatened to lock down channels for... guess what... criticism, under the guise of "harassment". Cool.

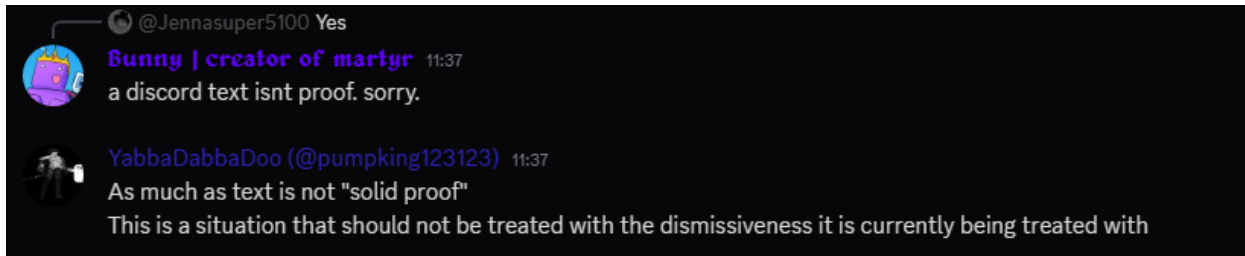
This was, of course, what they ended up doing in the end.



After locking down the server, they started trying to get people to stop talking about the situation, which is another sign that they just do not care. They want to move on as quickly as possible to try and sweep this under the rug now, it would seem.



And eventually, they started to ask for proof again, of somebody who was epileptic and now dead? How is a dead person going to show proof of their existence? Plus this feels very disrespectful towards Kit, as well. And Yabba is right, even if Kit "isn't real", the dismissiveness the dev team has shown towards the death of a person caused by a negligent update is beyond fucked up.



And as I said before, I was entrusted not to let them get away with this, so I won't let them.