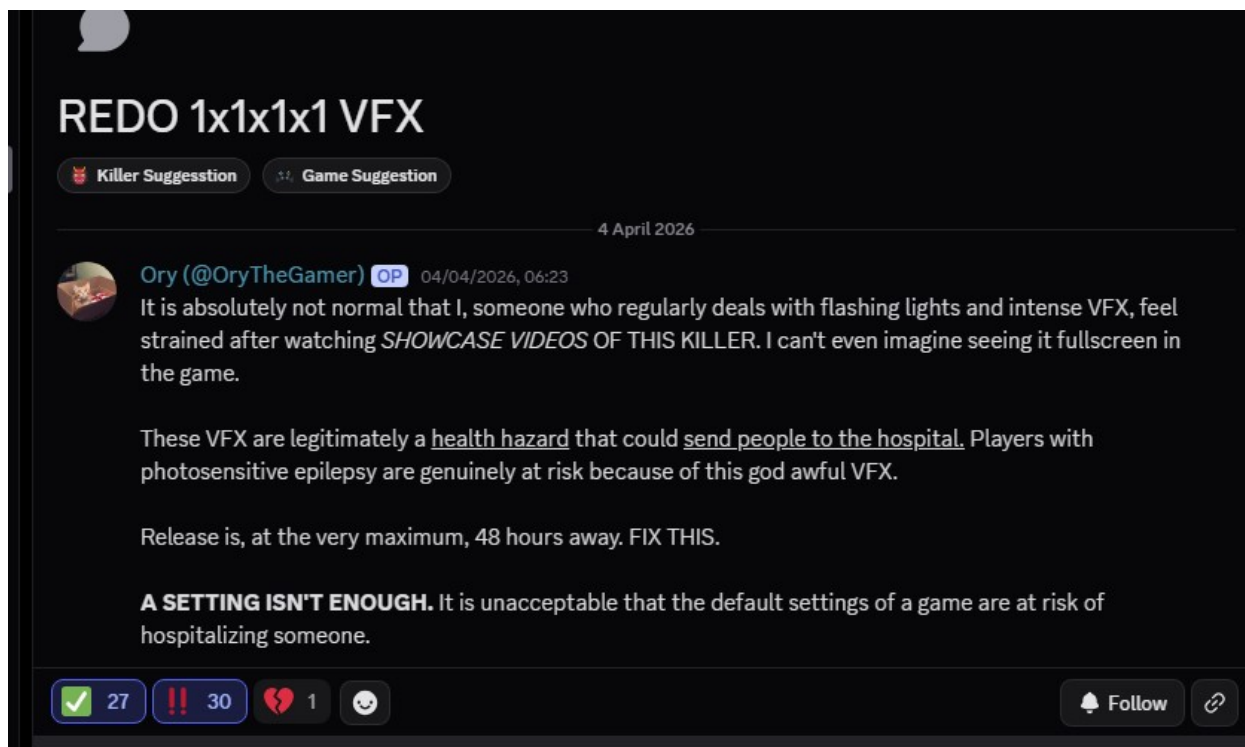
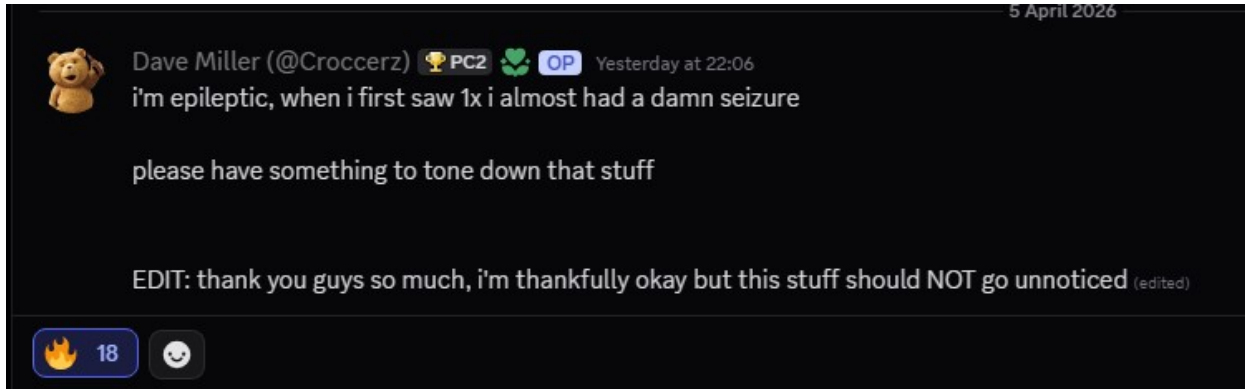


Before 1x was released, this thread (and other similar threads) had been seen by higherups over at Doom by Fate. The large number of reactions exist on these threads (which indicates they were popular enough to be viewed by staff), and the threads in question explain how bad 1x is, especially just from 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.

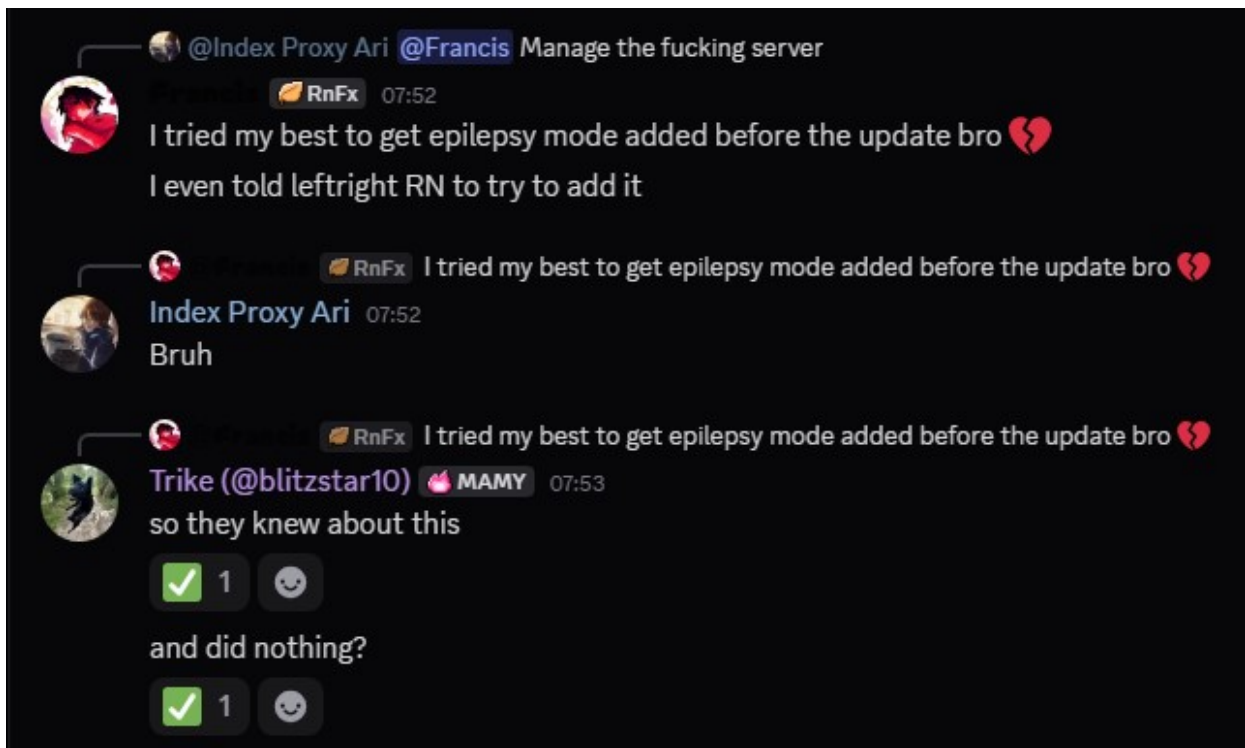


As you can see, it was clear before 1x's release that there were problems with flashing lights causing people distress, sickness, nausea, the like. The fact that an epileptic says this themselves should have been enough to make the staff and developers realize that maybe they can hold off the update 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.