

Why was *my eyes deceive* taken off Roblox?

In response to my request, the Roblox version of 'my eyes deceive' has been removed from the platform. Some of you may wonder why, so I'd like to provide an explanation.

I dedicated months to creating this project, releasing it in May of 2023. However, it received barely any attention both from the general audience on itch.io and from YouTubers. Sometime later, I met one of the developers of 'Cheez Plox,' who asked me if they could recreate it in Roblox. Without giving it much thought at the time, I gave them permission.

Now, fast forward to late October, I had a pretty rough week. The Roblox recreation of 'my eyes deceive' gained immense popularity, with several big content creators posting videos about it. Initially, I was happy about the attention the port was receiving. However, in the last couple of days, an increasing number of videos were released by even bigger content creators, and the issue was that almost none of them credited the original game in the description or mentioned it in the video. It felt as though the recreation of my work was being overshadowed and not given the recognition I felt it deserved. Additionally, with Roblox being a platform with a playerbase of mostly children, this game is very unfit there. After a week of contemplation, I made the decision to request the owners of 'Cheez Plox' to take it down.

I understand that this might appear selfish to some, but it's the decision I've come to, and I believe it's for the best. Once again, I'd like to express my gratitude to Cheez Plox for their cooperation in this matter, and I wish them the best of luck with their future projects.

Thanks to everyone who played the Roblox or itch.io version!