* The ‘core team’ is defined as the members Zac Lucarelli, David Moore, and Maxim Srour
* The ‘university project lifespan’ refers to the 14-week period in which this is considered an assignment (3rd November, 2017)

1. At the end of the project, any member of the core team is allowed to leave the project outright if they choose to
   1. They must inform the rest of the core team and forfeit certain rights to the project (listed later in this document)
   2. Upon leaving, the member is no longer considered a part of the team and can no longer provide any input to the project
   3. Upon leaving, the member can no longer change their mind and stay on the project
2. At the end of the project, each member will have their name represented in the final game
   1. Regardless of if they drop out of the core team at the end of the university project
3. Each member will have a claim to the game as a portfolio piece and a product they have worked on
   1. Regardless of if they drop out of the core team at the end of the university project lifespan
4. Each member will have an equal claim to any revenue generated by the game over its lifespan
   1. Unless that member has left the core team at any point, they will always receive their share of revenue
   2. If a member leaves the core team altogether, they are no longer a stakeholder in the project and will no longer be eligible for revenue share