

[Your Name]
[Your Address]
[City, State, ZIP]
[Email Address]
[Phone Number]
[Date]
[Client's Name]
[Client's Address]
[City, State, ZIP]

Re: Freelance Contract for App Design and Development

Dear [Client's Name],

This Freelance Contract (the "Contract") is entered into between Nimbus LLC, with its principal place

of business at [Client's Address] ("Client"), and Bailey Burnsed and Vincent Jones, hereinafter referred

to as the "Freelancers," on this [Date].

Scope of Work

The Freelancers agrees to perform the following services and deliverables:

1.1 App Design and Development: Create an intuitive and user-friendly application for iOS and Android platforms.

1.2 Multi-Currency Support: Implement a feature to support major global currencies, including realtime exchange functionality and multi-currency balances. The currencies to be included are as follows:

United States Dollar (USD)

China - Renminbi (CNY)

Canada - Canadian Dollar (CAD)

Mexico - Mexican Peso (MXN)

Japan - Japanese Yen (JPY)

United Kingdom - British Pound Sterling (GBP)

European Union - Euro (EUR)

Add the following: United Arab Emirates Dirham (AED), Afghan Afghani (AFN), Australian Dollar(AUD), Brazilian Real (BRL), Egyptian Pound(EGP), Hong Kong Dollar(HKD), Colombian Peso (COP), Dominican Peso (DOP), Israeli New Shekel (ILS), Indian Rupee (INR), Indian Rupee (INR), Icelandic Krona (ISK), Jamaican Dollar(JMD), Kenya Shilling (KED), South Korean Won (KRW), Mexican Peso (MXN), Nigeria Naira (NGN), Norwegian Krone(NOK), New Zealand Dollar(NZD), Pakistani Rupee(PKR), Qatari Royal (QAR), Russian Ruble (RUB), Swedish Krona (SEK), Saudi Riyal (SAR), Singapore Dollar(SGD), Turkish Lira (TRY)

1.3 Digital Cards and Payments: Develop a system for creating and managing digital cards, allowing

in-app payments in the selected currency. Additionally, integrate the virtual card with Google Pay. Add apple pay as well. Also, if possible the ability to put the cards info into websites to make purchases

1.4 Multiple Authenticated Users: Enable multiple authenticated users per account, allowing collaborative management of finances. The user who creates the card will be the only one authorized to spend money on that card. Other authenticated users can only deposit funds to the account. The

maximum number of authenticated users per card is limited to 5.

1.5 Recurring Transactions: Develop a feature that allows users to set up recurring deposits and withdrawals.

1.6 Security: Ensure stringent security measures to protect sensitive user information and maintain

transaction integrity. Compliance with all relevant regulations is essential.

1.7 Testing and Quality Assurance: Conduct thorough testing and quality assurance to confirm the

functionality, security, and user-friendliness of the application.

1.8 Maintenance and Support: Provide ongoing maintenance, updates, and technical support to ensure the application remains reliable, secure, and up-to-date.

1.9 Settings Page: Enable users to edit profile, turn on/off notifications, view simplified list of added bank accounts or debit cards with the ability to add or take off said cards and accounts.

1.10 Profile: Allow users edit identity information such as Full Name, Date of Birth, Location, Gender

1.11 Transaction History: App will contain a log of all transactions be it deposit or withdrawal, as well as who has been sent the funds. (i.e. businesses, stores, other app users, etc.)

1.12 One-time Deposits & Withdrawals: The ability to deposit and withdraw money in inputted amounts between the application, bank accounts.

2. Payment Terms

The total project fee for the Project shall be \$6,000, which includes all development, testing, and delivery of the Project. The Client shall make the following payments:

2.1 Upfront Payment: The Client shall pay one-third (1/3) of the total project fee as an upfront payment prior to the start of the Project.

2.2 Midway Payment: The Client shall pay another one-third of the fee when the project reaches the

halfway point, as determined by the completion of the following UI/UX components and backend logic

status:

- Track Expenses (deposits / withdrawals / transfers): UI/UX components completed, backend logic pending.
 - Issue Virtual Cards: UI/UX components completed, backend logic pending.
 - Hold Different Currencies on different cards: UI/UX components completed, backend logic pending.
 - Enable deposits and withdrawals: UI/UX components completed, backend logic pending.
- UI of the mobile app is **Full Schafaled and read**
I think this a typo?

2.3 Final Payment: The Client shall pay the remaining balance of the total project fee upon completion of the Project. The Freelancers will provide a revenue slip to the Client for each payment received.

Please define what will be completed for final payment to be given.

2.4 Additional Fees: If the scope of the Project is expanded beyond the original project scope agreed upon by both parties, the Client shall pay an additional fee of \$2,500 plus \$150/hour per added feature.

3. Ownership and Licenses

3.1 Freelancers Ownership: The Freelancers shall maintain ownership of any open-source tools, libraries, and assets used in the development of the Project that were developed before or during the course of the Project, provided that they are licensed under compatible open-source licenses with the license of the Project.

3.2 Client License: The Client shall have a non-exclusive, non-transferable license to use and modify the Project for its internal purposes only. The Client shall maintain full ownership of the source code for the app with no limitations, controlling all financial, marketing, and all other decisions in relation to the Project, whether the application has been fully completed or not.

4. Indemnification

The Freelancers warrants that it will not infringe upon any intellectual property rights of any third party while providing services under this Contract. The Client shall indemnify and hold the Freelancers harmless from any claims, damages, liabilities, costs, and expenses arising from any breach of this warranty.

5. Counterparts and Amendments

This Contract may be executed in counterparts, each of which shall be deemed an original, but all of

which together shall constitute one and the same instrument. No amendment, modification, or waiver of any provision of this Contract shall be valid unless in writing and signed by both parties.

6. Server Hosting, Hardware, and Software Expenses

The Client shall be solely responsible for all expenses related to server hosting, including but not limited to hosting fees. Any costs associated with the acquisition, maintenance, or upgrades of such software or hosting shall be the responsibility of the Client. Furthermore, the Client shall cover all app store licensing fees or any other software licensing fees required for the distribution or deployment of the Project. The Freelancers shall not be responsible for any costs associated with software expenses.

Freelancer must give Client written or verbal notice of any occurrence of an issue and give detail as to how it will affect Projects progression. Freelancer shall also provide a detailed list of software used and will give notice written notice to any additional features needed or cost to be paid to the Client.

The Freelancers must promptly notify the Client in writing or verbally of any issues that may affect the Project's progression and provide a detailed list of the software used.

7. Entire Agreement

This Contract contains the entire agreement between the parties and supersedes all prior agreements and understandings, whether written or oral, relating to the subject matter of this Contract. Please sign below to indicate your acceptance and agreement to the terms of this Contract.

Client: [Client's Name]

Signature: _____

Date: _____

Freelancer: [Freelancer's Name]

Signature: _____

Date: _____

Freelancer: [Freelancer's Name]

Signature: _____

Date: _____

Sincerely,

[Your Name]