**David Hall – Shareholder’s Agreement**

**HOURS OF WORK**

I will work for 4-8 hours every week. These hours will be done mostly at the weekend and during tutorial lessons on Wednesdays. Weekend hours will be done in the afternoon for 2 or more hour intervals. If my partner is not doing his work, my work time may be reduced as I can’t do my part to cover for him.

**NOTICE PERIOD**

In the event of me dropping out university during the duration of the project, all work will be moved to my partner. If I do drop out, will tell my partner a week before I leave so he knows what he needs to do before I leave.

**MEETINGS**

We will meet each other in the tutorial time to talk about what we need to do and report back on what we have done. We will also be able to contact each other over Telegram or by Discord if we need to talk at any other time over the week.

**WORK**

All work will be stored on sourcetree. The programming language that we will be using the create the game will be lua/love2D. My job will be to create all the sprites that we will need for the game including background, the ball, characters and find the sounds required for the game. I will also code some of these features into the game and work on AI if we have the time.

In the case that I do more work that we agreed and my partner does less, I will make my case, showing proof that this happened to the lecturer.

**Name.......................... Singed............................**