**Partnership contract between David Hall and Joshua Moseley**

This is a contract between David Hall and Joshua Moseley that will outline how they will work together over the next 6 weeks to make a game for the Technical Games Programming module. Anything that is in this contract will be followed by both or face any loss of marks. This contract will allocate what we need to do in the time that has been given

The agreed hours of work that the partners have chosen are 4-8 hours of work a week on this project. This will also include the 2 hour sheared work time that we do during the tutorial for the module. In the case that one of the partners are not doing the work that was agreed upon, the other partner will have to take over that work load to make sure that the project does not fall behind schedule. The partners will also have meeting at points throughout the week to talk about what work needs to be done. This will be done over an application called Telagram.

The work will be split equally between the partners. They will each choose what they want to do and will also work out when each part needs to be completed by. This will include tasks like Joshua will be focused on the physics and David will focused on creating the sprites. For a more in-depth look in how the work in spilt up, reference the personal contracts or the trello broad for the brake up of work.

In the event that one of the partners drops of out university, they must inform the other partner when they plan to drop out. This will give the other partner time to work out they will be doing the work for the hand in date.

The hand in date will be 08/01/18

David Hall……………………………….. Joshua Moseley………………………………..