**Endurance Engine**

**Languages**: English

**Copyrights Notice**: Aljon Ramos, Mac Maunder, Nicholas Choy

This Endurance Engine agreement states the terms and conditions that bring the agreement between programmers.

1. **Developer’s duties**:
   1. The Developer shall complete the development of the Endurance Engine according to the milestones described on the assignments.
   2. Must ask questions if the milestones are difficult to understand.
   3. Agree on the following programming structure:
      1. Curly brackets must be on the same line.
      2. Variables are Camel case.
      3. Add comments on top of functions.
      4. Functions should be capitalized.
   4. Must participate on all group meetings called.
   5. Must be present on all due dates.
2. **Ownership**:
   1. Developer owns and will own all right, title and interest in the Game, Client Software, Server Software, Developer Trademarks, Developer Materials and Developer Monetization Design Features.
   2. This game will not be open source.
3. **Sequels**:
   1. During or after the Term, if Developer: (a) develops a Sequel or Sequels for the Game, and (b) if Developer chooses to work with a partner to publish such Sequels. They can proceed to do so.