Partnership Contract

# TGP Pair Project

## Nature of the Contract

This partnership agreement for the Pair Assignment in Technical Games Production came into effect on the 5th of November and will end shortly after the 6th of January.

This contract is between Jennifer Field and Joshua Calvert.

The partners wish to associate themselves as partners in business. This agreement will lay out the terms of the agreement.

## Share of Intellectual Property

For the duration of the contract, the partners will produce a Video Game or Video Game Prototype to be submitted towards their grade. The share of the Intellectual Property is 50-50.

## Split of Workload

Any tasks are to be split evenly between the partners. If one partner is struggling, the other may assist and if absolutely necessary, take over from where they left off. This is to be decided between the partners on a case-by-case basis, but each partner must have at least one task assigned to them.

## Decisions

Any decisions relevant to the project are to be discussed between partners until an agreement is reached. If an agreement cannot be reached by this method, then a tutor must be asked for their thoughts on what would be best.

## Obligations of Work

At the bare minimum, partners are required to turn up to the Technical Games Production tutorial on Thursday to do work. However, they are expected to do extra work outside of this time whenever they can manage.

## Obligations of Meetings

Meetings are to take place weekly in the Technical Games Production tutorial on Thursday. Other communication includes messages via Discord or Facebook. Any decisions made or points raised are to be recorded in the Trello Board.

## Failure to Comply

Failure to comply will result in vicious mockery and a poor peer assessment. This can also result in failure of the assignment itself.