

Team 5 Star Team Agreement

- **Team Roles:**

- Johelle McMullen - Character Designer/ Character Sprites
- Vanessa Jankech - Environment Artist/ Collaborative Programmer
- Joseph Genovay - Narrative Designer/ Lead Programmer
- Edwin Lemaire - Sound Technician
- RJ Kluse - Level Designer

- **Ownership of Intellectual Property:**

- **How each of us will be credited for our work both in the game and on the project website (ex. An itch page):**
 - At the end of the game, a credit scene will display all of our names/roles.
 - For the project website, we plan on using itch and adding all of our accounts to the publication page. We also plan to add our roles/description of the work we did within the project description.
- **Will the entire team share ownership of the project equally?:**
 - Yes, the entire team will share ownership of the project equally.
- **If the project is monetized, how will individual team members be compensated?:**
 - Each team member will receive 20% if the project becomes monetized.
- **If some team members wish to continue development beyond the scope of the capstone project, but other team members do not, how will ownership be defined at that point?:**

- If this situation arises, each team member would have to sign off whether they wish to continue or not. The project ownership will be determined at that point. Everyone will still be credited and monetized for the work they contributed up to that point.
- **Note: In the event that the project continues beyond the scope of the capstone, our team may choose to modify the Agreement with the consensus of each team member.**

The following team members agree to the above statements:

Names: Vanessa Jankech, Edwin Lemaire, Joseph Genovay, Richard Kluse, Johelle McMullen