

SOFTWARE DEVELOPMENT AGREEMENT

(Dice-world Mobile Application + Bilingual Landing Page)

This Software Development Agreement ("Agreement") is made and entered into on the date of acceptance by both parties ("Effective Date") by and between:

Client: [Client legal name / company], located at [address], VAT/Company No.: [●] ("Client")
Nationality: [country], ID/passport number: [number]

and

Contractor: Mikołaj Szczyrba, located at Stawiska 1, 44-352 Czyżowice, VAT/Company No.: 6472616616, Nationality: Polish, ID/passport number: ET 8858747

Client and Contractor may be referred to individually as a "Party" and collectively as the "Parties".

1. Purpose of the Agreement

Client commissions Contractor to design and develop (i) a bilingual landing website and (ii) a mobile game application named "**Dice-world**", including the necessary backend services for registration and basic game functionality, under the terms set forth herein.

2. Project Scope

2.1 Landing Website (Single-page Landing)

Contractor delivers a conversion-focused landing page intended for **(a) user registration** and **(b) application download**.

The landing page includes:

- a) **Bilingual interface:** English and French with a visible language switcher.
- b) **Hero section** with key messaging and clear CTA buttons: "Create account" and "Download app".
- c) **How it works** section (Register → Download → Play).
- d) **Game concept** section describing luck + strategy gameplay (short, marketing copy).
- e) **Registration module** integrated with the backend (email + password, with validation).

f) **Download section** with buttons/placeholders for App Store / Google Play.

g) **Footer** with minimum legal links: Privacy Policy and Terms of Service (templates or links provided by Client).

Important: No payment activation at launch. The game is presented as **free at launch**.

2.2 Mobile Application (Built from Scratch)

Contractor develops the Dice-world mobile application from zero as an MVP (Minimum Viable Product) aligned with the website flow and the project description.

The application includes:

a) **Authentication:** registration/login (email + password).

b) **Core game flow:** basic gameplay loop consistent with an online dice game concept.

c) **Lobby / session flow (MVP):** create/join session (if required by Client's concept), basic player/session handling.

d) **User profile basics:** minimal account screen (email/ID, logout).

e) **Bilingual interface:** English and French.

Deliverable format:

– Android build (APK/AAB) for testing and release preparation.

– iOS build for testing via TestFlight **only if Client provides** Apple Developer account access and required credentials; otherwise iOS delivery is treated as optional and limited to source/build readiness.

2.3 Backend (MVP)

Contractor provides a backend sufficient to support:

a) User registration and authentication.

b) Storing user accounts and minimal game/session records.

c) Basic APIs for the mobile application and landing page.

Deployment model: Contractor deploys the backend to a cloud environment selected by Contractor or Client (e.g., container hosting). If Client requires a specific provider, Client provides required accounts/permissions.

3. Explicit Exclusions (Out of Scope)

Unless added via a written Change Request (Section 8), the following are excluded:

- a) **Payment systems** (including Mobile Money / merchant payments).
 - b) **Automated SMS systems** (winning notifications, bonuses, SMS gateway integration).
 - c) Advanced features such as ranking/leaderboards, tournaments, anti-cheat, complex matchmaking, analytics dashboards, admin panels, push notifications, and any third-party integrations not listed in Section 2.
 - d) App Store / Google Play publication handled entirely by Contractor (Contractor can assist, but store accounts and legal compliance remain Client's responsibility).
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4. Deliverables

Contractor delivers:

- a) Bilingual landing page (EN/FR) connected to registration and download CTA flow.
 - b) Mobile application MVP (EN/FR) built from scratch per Section 2.2.
 - c) Backend MVP per Section 2.3.
 - d) Basic documentation: setup notes, environment variables list, and deployment notes.
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5. Price and Payment Terms

5.1 Total Price

Total fixed price for the entire project (landing page + mobile application + backend MVP):
5,500 PLN (seven thousand Polish zloty), net.

5.2 Payment Schedule

- a) **10% upfront deposit:** 500 PLN due upon signing/acceptance of this Agreement.
- b) **45% after MVP demo:** 2,250 PLN due after Contractor presents a working MVP demo (registration + basic app flow + backend connectivity).
- c) **45% upon final delivery:** 2,250 PLN due upon delivery of final build and website handover.

Payments are due within **7 days** of invoice date.

6. Timeline and Working Method

Contractor begins work after receiving the deposit and all required access (Section 7). The Parties agree to cooperate with timely feedback. Delivery dates depend on Client responsiveness and third-party account provisioning.

7. Client Responsibilities

Client provides, in a timely manner:

- a) Branding assets (logo, preferred colors), app name usage rules, and any required copy.
 - b) Legal texts for Terms/Privacy or approval to use Contractor templates.
 - c) Access to hosting accounts, domain/DNS, and any store accounts if publication is required (Google Play / Apple Developer).
 - d) Final decisions and feedback within a reasonable time. Delays caused by missing inputs may extend delivery.
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8. Change Requests

Any feature not listed in Section 2 is a change. Changes require:

- a) Written description of requested change,
 - b) Additional quote and timeline adjustment,
 - c) Written approval by Client before implementation.
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9. Acceptance Procedure

- a) Contractor provides a release candidate (website + app build).
 - b) Client has **7 days** to test and report defects that materially prevent intended MVP use.
 - c) If no feedback is received within 7 days, deliverables are deemed accepted.
 - d) Defects are limited to non-conformity with Section 2; new ideas or enhancements follow Section 8.
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10. Warranty and Support

Contractor provides **14 days of post-delivery bug-fix support** for issues directly related to the delivered scope. This does not include new features, hosting incidents, or third-party outages.

Ongoing maintenance can be provided under a separate agreement.

11. Intellectual Property

Upon full payment, Client receives:

- a) Ownership of the final website code and mobile application source code created specifically for this project, and
- b) A license to use all delivered materials for Dice-world.

Contractor retains ownership of pre-existing tools, libraries, templates, and know-how used in development.

12. Confidentiality

Each Party agrees to keep confidential all non-public information received from the other Party, including business, technical, and product information, and to use it only for the purposes of this Agreement.

13. Third-Party Costs

Client is responsible for third-party fees, including but not limited to:

- a) Hosting/cloud services, database services, domain, SSL,
- b) Apple Developer / Google Play fees,
- c) Any paid services requested later (SMS gateways, payment providers).

Contractor can recommend services but does not guarantee third-party pricing or availability.

14. Limitation of Liability

Contractor's total liability under this Agreement is limited to the total fees paid by Client (**5,500 PLN**). Contractor is not liable for indirect damages (lost profits, loss of data, business interruption), except where prohibited by law.

15. Termination

Either Party may terminate if the other materially breaches the Agreement and fails to cure within 7 days of written notice. If terminated:

- a) Client pays for work completed up to termination date,
 - b) Contractor delivers completed work to date upon payment of outstanding invoices.
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16. Governing Law

This Agreement is governed by the laws of **Poland**, unless the Parties agree otherwise in writing. Any disputes will be resolved by the competent court with jurisdiction over Contractor's registered office, unless mandatory law provides otherwise.

17. Entire Agreement

This Agreement constitutes the entire understanding between the Parties and supersedes all prior discussions regarding the subject matter. Amendments must be in writing and accepted by both Parties.

Signatures / Acceptance

Client: _____ **Date:** _____

Name/Title: _____

Contractor: _____ **Date:** _____

Name/Title: _____
