Contract for Club Sports Live Streaming Web App

This agreement is made between Berenice Rascon, Katie Martin, and Carlos Ortiz (Software Engineering Students, Spring 2025) hereinafter referred to as "Developers," and the CMU Women's Rugby Team, hereinafter referred to as "Client." The purpose of this contract is to outline the scope, responsibilities, timeline, and expectations for the development of a club sports live-streaming web application.

Project Scope

The Developers propose to create a live-streaming web application for the CMU Women's Rugby Team with the goal of increasing team visibility, engaging family and fans, and generating revenue through the streaming service.

Features

Base Features:

- Live streaming platform
- Donation/monetary collection via [CMU Women's Rugby Donation Portal](#)
- Mobile and web compatibility

Potential Additional Features (time permitting):

- Archive of past games
- Live chat functionality
- Scoreboard integration

Project Timeline

- **February 10** – Project development begins
- **May 2** – Working demo for CMU Student Showcase
- **May 9** – Final version released to the Client

Client Responsibilities

To ensure the successful completion of this project, the Client agrees to provide the following resources and support:

- **Recording equipment** for game footage
- **Media and branding materials** (logos, team colors, and related content)
- **Potential funding** for necessary equipment and server costs
- **Stable internet connection** at game locations to support streaming
- **Consistent communication** with Developers, including:
  - Regular access to team representatives Mack and Carly
  - Bi-weekly check-ins for project updates and feedback

Change Management

Project requirements may evolve during development. Any changes must be communicated and mutually agreed upon, with the understanding that modifications may impact the final delivery timeline and project scope.

Compensation

This project is being developed as part of the Developers' Software Engineering course. The primary form of compensation is the academic evaluation of the project, which will significantly contribute to the Developers' overall course grade.

Limitations and Disclaimers

- The Developers are a student team, and this project is provided **as-is**, without warranties regarding performance, suitability for a particular purpose, or long-term support.
- The project will be kept **small in scale** to minimize storage and cloud service costs.
- The **quality of the livestream** will depend on the internet connection at the game location. While the Developers will optimize the code to improve streaming performance, a poor connection may still impact video quality.
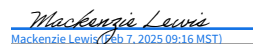
Intellectual Property and Ownership

- All Intellectual Property (IP) created during this project, including software, business processes, and artwork, is permanently granted to the Client for use and extension.
- The original creators retain ownership of their contributions and are not restricted from using or extending their work elsewhere.
- By the conclusion of the project, a **code repository** containing the final software will be made available to the Client.
- The software may be used, modified, and scaled for future demonstrations and applications at **Colorado Mesa University.**

Signatures

By signing below, both parties acknowledge and agree to the terms outlined in this contract.

Client Representative

Mackenzie Lewis
Mackenzie Lewis (Feb 7, 2025 09:16 MST)

Name: Mackenzie Lewis
Email: mnlewis@coloradomesa.edu
Date: Feb 7, 2025

Developers

Berenice Rascon

Berenice Rascon

Berenice Rascon (Feb 6, 2025 08:30 MST)

Katie Martin

Katie Martin

Katie Martin (Feb 6, 2025 15:53 MST)

Carlos Ortiz

Carlos Ortiz

Carlos Ortiz (Feb 6, 2025 08:33 MST)

Date: Feb 7, 2025 _____