

Terms and Conditions

1. Introduction

This website, built by Mohammed Aleshawi, is a personal project intended solely for the use of Mohammed Aleshawi and his friends. It serves as a platform to showcase programming skills, test capabilities, and explore new technologies, features, libraries, and frameworks.

2. Ownership and Usage

All content, data, and code on this website are the exclusive property of Mohammed Aleshawi. Unauthorized use, reproduction, or distribution of any part of this website is strictly prohibited without the explicit consent of Mohammed Aleshawi. The website is a demonstration of programming abilities and is not intended for public use or commercial purposes.

3. Disclaimer of Liability

This website contains experimental features and may have vulnerabilities. Mohammed Aleshawi is not responsible for any damage, loss, or issues that arise from unauthorized use of this website. Users who access the site without permission do so at their own risk and responsibility.

4. Content Disclaimer

The website may contain videos, images, comments, and other content related to various games. These materials are used solely for educational purposes. Mohammed Aleshawi does not claim any ownership or copyright over logos, images, or content belonging to third-party companies. All credit for such content goes to the respective owners.

5. Copyright and Intellectual Property

This website may display copyrighted material for learning and demonstration purposes. Mohammed Aleshawi respects the intellectual property rights of others and does not intend to infringe on any copyrights. If any content is found to violate copyright laws, it will be removed promptly upon notification.

6. Data and Privacy

All data on this website is owned and managed by Mohammed Aleshawi. The website is not intended to collect or store sensitive personal information. Users are advised not to input any personal data. Mohammed Aleshawi is not liable for any unauthorized access to data stored on this site.

7. Final Note

This project is a personal endeavor by Mohammed Aleshawi to enhance programming skills and learn new technologies. It is a showcase of capabilities and is not intended for any commercial use or public distribution. The content and functionality are purely for educational purposes.

8. Contact Information

For any inquiries or issues related to this website, please contact Mohammed Aleshawi directly.

By using this website, you acknowledge and agree to these terms and conditions. Any breach of these terms may result in legal action.