# Partnership Agreement

THIS PARTNERSHIP AGREEMENT is made this \_\_\_\_\_\_\_\_\_\_\_\_\_\_ day of November 2014, by and between the following individuals:

1. Edward Watson, 4 Cowan Drive, Stafford, ST16 3FA.
2. Rui Mitchell Da Silva, 44 Newport Road, Stafford, ST16 1AD, m008455c.

The agreement is in relation to the university module Technical Games Production (TGP) assessment in which all partners of this agreement collaborate to create their own game together through all stages of development, keep in constant communication with one another and meet the agreed project deadline as detailed in the TGP assignment.

Each member of the partnership agreement has equal ownership to all works collaborated on including copyrighted, trademarked or patented intellectual properties.

## Procedures

### Meetings

Deadline for the project is midnight 14/12/14, until then it is decided that the Partners shall attend regular meetings at least twice a week inside or outside of university, unless a decision that the project is finished before then is agreed upon by both Partners.

It is the responsibility of each member to ensure they attend and contribute to the weekly meetings. The location of these meetings are to be agreed upon by the members using any of the preferred methods of communication mentioned in the *Communication* section of this agreement.

### Communication

In order to inform one another of meetings, problems, or any important updates, one of the following methods of communication is required: Cell-phone, Face-to-face, Facebook messenger, or Trello. Regular communication between partners is compulsory.

## Decision Policy

Any important decisions are to be made when both team members are present. Final authority, management and control of the Partnership shall not be given to one person, instead decisions which affect the direction of the team must be mutually agreed upon by both Partners.

## Expectations

### Participation

Each partner of this agreement is expected to take part in 50% of the workload throughout each stage of development to ensure deadlines are meet, the quality of work is to standard, and the overall grade achieved is fairly allocated to both team members.

The minimum amount of work hours outside of university lectures and tutorials is 3 hours a week for each partner in relation to the TGA assignment detailed in this Agreement. This time is to be used developing the project in accordance to the time plan created, as well as ensuring that you complete duties allocated to you through Trello.

### Work Quality

A professional level of quality should be maintained through all areas of the assignment as we are aiming to get the highest possible grade. To keep work quality in order team members can review each other’s work, if you spot work that you do not think is up to standard politely mention this to your partner with suggested improvements, or ask the creator if you have permission to improve their work.

## Failure to Contribute

If a member of the team fails to participate in his/her fair share of the project as agreed in this contract then their grade for the module Technical Games Production could be altered to reflect the amount they actually contributed.

I have read the contract in full and I understand that I am obligated to abide by these terms and conditions.

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