

Contract

This is an Agreement between **Yamada Yosuke**, hereinafter Developer, and **Basement Games Studio, LLC**, hereinafter the Hiring Party, normally doing business at 913 North Market St., Suite 200, Wilmington, DE, 19801.

This Agreement covers **Programming and Development work for our “on-chain” assets, tools, and integrations**, hereinafter the Work, further described in the **Addendum**. The contracted period is for the period of approximately two weeks (quoted) to deliver requested deliverables. The Developer will receive compensation along the following terms:

- \$8,000.00 in lump sum upon completion of Deliverables

The Developer has the option to receive compensation at their discretion at any fraction of USD, ETH, or other cryptocurrency equivalent. The cryptocurrency equivalent conversion rate will be based on the closing value of the cryptocurrency equivalent on the night prior to the day of payment. If the duration of the contract is cut short of the initial terms, compensation for partial work will be prorated based on the usability of the deliverable as determined solely by the Hiring Party.

Developer is an independent contractor. This work is considered work-for-hire under the United States Copyright Act of 1976. All Materials related to it will become the property of the Hiring Party. The Developer will deliver to the Hiring Party on or before **Feb 11, 2022**. At all stages of development, the Materials shall be and remain the sole and exclusive property of the Hiring Party. If for any reason the results and proceeds of Developer's services hereunder are determined at any time not to be a work made for hire, Developer hereby assigns to the Hiring Party all right, title and interest therein, including all copyrights as well as renewals and extensions thereto. The Developer agrees to be solely responsible for the guarantee that the Materials submitted under the terms of Agreement are free of licensing and copyright restrictions, and will be solely responsible for incurred damages for work the Developer submits under the Agreement.

Any proprietary information, trade secrets personal and pseudonymous identities of individuals associated with the activity, and working relationships between Developer and the Hiring Party and its clients must be considered strictly confidential, and may not be disclosed to any third party, either directly or indirectly, the terms of which are outlined in the accompanying Non-Disclosure Agreement.

With reasonable cause, either party reserves the right to cancel this Agreement without obligation by giving written notice to the other party of the intent to terminate. In the event that either party shall be in default of its material obligations under this Agreement and shall fail to remedy such default within **60 days** after receipt of written notice thereof, this Agreement shall terminate upon expiration of the **60 day** period.

Please indicate acceptance of the terms set forth above by signing this Agreement.

Printed Name (Hiring Party)

Printed Name (Developer)

Signature

Date

Signature

Date

Addendum:

Responsibilities:

- The Developer will deliver ERC 721 tokens (numbered 5555) for use as “Founders’ Pass” tokens in accordance with the specifications negotiated
- The Developer will integrate “standard” interactions with the above tokens into the Hiring Party’s website in accordance with the specifications negotiated
- The Developer will develop the initial website to facilitate the Founders’ Pass minting event. At a minimum, the Developer will develop page(s) that provide:
 - MetaMask integration and Mint facilitation
 - Roadmap
 - Whitepaper + Blog
 - Team

Communications:

- The primary means of communication will be Slack, and access to the project channel will be made available to the Developer for the duration covered by the Agreement.
- Secondary preferred method of communication is via email.
- The Developer agrees to be available for responsive asynchronous communication via Slack during agreed upon working hours.

Scope of work required for deliverable but not limited to:

- Develop smart contract using (ERC 721) for mint site.
- Multi mint code so user can mint (1~n) NFTs at once with each wallet. (batch mint)
- Set up whitelist member's auth code using their address
- Perfect secure auth code so owner (project manager) control all fund without any risk
- Set up presale & public sale date and amount code with change price so manager can manage marketing income (if necessary)
- Developing metadata for each of NFTs
- node code that can combine each small piece to one perfect NFT image.
- node code that make multi metadata name as 0000....000a.json has all data of its nft info (make 5000s json files at once)
- Upload to IPFS using pinata
- buy pinata paid account and upload NFT images folder
- get images uri then set on metadata (json file)
- upload metadata folder
- Developing Frontend website that user can mint. (! This part is not discussed)
- check UI design (figma or psd) and make frontend using react.js (laptop & mobile version response design)
- coding "Check request" for protecting
- coding "waiting or loading" for stop mass infura call so protect user
- coding "Out of NFT or Out of wallet" for presale & public sale
- Test on rinkeby Ether net with frontend & web3 & smart contract
- test on rinkeby and make focus to the secure & good NFT mint
- make sure that the nft (user minted) uploaded on opensea & nft info when user mint. (so user can market on opensea if he minted from us)
- test verifying smart contract code
- Deploy on main net (net request some ether to deploy)

- watching & servicing project during mint nft (make focus on secure)

Printed Name (Hiring Party)

Printed Name (Developer)

Signature

Date

Signature

Date