Flick! Application Development Agreement

Good Monkeys LLC & Codeflow Studios

This Application Development Agreement is made between Good Monkeys LLC and CodeFlow Studios. The parties agree to cooperate for the purpose of developing the Flick MVP mobile application.

1. Project Overview

The Developer agrees to design, develop, and deliver a complete Minimum Viable Product (MVP) application titled "**Flick MVP Development"**. This project will include mobile app development, backend implementation, cloud deployment, and a free single-page landing website for goodmonkeys.com. The purpose of the MVP is to validate the Flick concept: a social, QR-enabled lighter tracking platform designed for community engagement and brand interaction.

2. Scope of the Work

The MVP will include the following core functionalities and modules, derived from the Flick MVP

Proposal and integrated with CodeFlow Studios' development structure:

a. QR scanning & registration of lighters
b. User Profiles and Onboarding
c. Lost & Found Workflow
d. Trading and Gifting Features
e. Basic Gamification and Rewards (Lite Version)
f. Admin Dashboard with basic analytics
g. Backend APIs and Cloud Integration (AWS / Vercel / GCP)
h. Mobile App (iOS & Android) using Flutter or React Native
i. Database integration using Supabase or Firebase
j. OAuth Authentication (Google, Email, or Social)
h. Additionally, Developer agrees to design and deliver a single-page landing website for goodmonkeys.com free of charge.

A detailed description of each module, including all functionalities, components, and user interactions, shall be documented in ***Annex 1 – Detailed Scope of Work****, which forms an integral part of this Agreement.*

3. Development Timeline

The total project duration will be **twelve (12) weeks,** starting from the Effective Date. -

Weeks 1–2:

Planning & Design

- *Requirements analysis*
- *UI/UX wireframing*
- *Technical architecture planning*
- *Project setup and environment configuration*

Weeks 3–8:

Core Development

- *Frontend development*
- *Backend API development*
- *Database implementation*
- *Integration testing*

Weeks 9–10:

Testing & Optimization

- *Comprehensive testing*
- *Performance optimization*
- *Security audit*
- *Bug fixes and refinements*

Weeks 11-12:

Deployment & Launch

- *Production deployment*
- *Final testing*
- *Documentation completion*
- *Launch support*

*The Developer shall also prepare and deliver a comprehensive **Application Flow Diagram**, describing the overall user journey, data interactions, and backend structure.*

*This document shall be attached as **Annex 2 – Application Flow Diagram** once finalized, and shall form an integral part of this Agreement.*

***Weekly progress meetings shall be held at least once per week** between the Developer and the Client to review milestones, deliverables, and pending tasks.*

Additional meetings may be scheduled as needed for clarifications, design reviews, or technical discussions.

4. Payment Terms

The total cost for the project is **fixed at USD 13,500**, payable as follows:

- 40% **(USD 5,400)** upon project kickoff
- 40% **(USD 5,400)** upon completion of the core development phase
- 20% **(USD 2,700)** upon final delivery and approval Payments are due within thirty (30) days of each invoice. **Full ownership and source code rights are transferred to the Client upon receipt of the final payment.**

*The **first payment** shall be made **between November 1–7, 2025**, marking the official project kickoff date.*

5. Revisions and Support

The Agreement includes up to three **(3) major revision** rounds during the development phase. Any additional revisions or scope extensions shall be quoted separately.

The Developer will also provide **three (3) months** of post-launch support, which covers bug fixes, security patches, and minor optimizations. Feature additions or redesign requests beyond the original MVP scope will require a new agreement or amendment.

6. Ownership and Intellectual Property

All intellectual property rights, including but not limited to source code, databases, user interface designs, and documentation, shall be **transferred to Good Monkeys LLC** upon full payment. The Developer retains the right to showcase non-confidential aspects of the project in its portfolio or marketing materials with prior written consent from the Client.

7. Confidentiality

Both parties agree to keep all shared data, materials, and business information strictly confidential. Confidential information shall not be disclosed or used for any purpose other than the execution of this Agreement without prior written consent from the other party.

8. Termination

Either party may terminate this Agreement by written notice if the other party materially breaches any of its obligations and fails to remedy such breach within fourteen (14) days after written notification. Upon termination, the Client shall compensate the Developer for all completed work up to the termination date.

9. Governing Law and Dispute Resolution

This Agreement shall be governed by the laws of the United Arab Emirates. Any disputes shall be resolved through online or in-person arbitration under the rules of the Dubai International Arbitration Centre (DIAC).

10. Signatures

IN WITNESS WHEREOF, the parties here to have executed this Application Development

11. Annexes (Integral Parts of the Agreement)

- **Annex 1:** Detailed Scope of Work (including full feature breakdown to be provided by the Developer)
  **Referenced at the end of Section 2 (Scope of the Work)*
- **Annex 2:** Application Flow Diagram (to be provided by the Developer)
  ***Referenced at the end of Section 3 (Development Timeline)*

These annexes form an integral and inseparable part of this Agreement.

This Agreement shall not be considered complete, valid, or enforceable until Annex 1 and Annex 2 are prepared, reviewed, and duly signed by both parties.

For and on behalf of **Good Monkeys LLC**
Name: **Deniz Ordulu**
Title: Co-Founder & General Manager
Date: 08.10.2025

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For and on behalf of **CodeFlow Studios**
Name: Sadam, Pakistan
Title: Founder CF Studio
Date: 10/10/2025

Sadam
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ANNEX 1

Detailed Scope of Work

Flick MVP - iOS Application Development

October 8, 2025

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1. Introduction

This document provides a comprehensive breakdown of all features, modules, and functionalities to be developed as part of the Flick MVP (Minimum Viable Product) for iOS platform, including all additional features requested by Good Monkeys LLC. This annex forms an integral part of the Application Development Agreement between Good Monkeys LLC and CodeFlow Studios.

1.1 Project Scope

Platform: iOS (iPhone and iPad compatible)

Development Framework: Flutter or React Native (cross-platform capable, optimized for iOS)

Backend: Node.js with Express.js framework

Database: Supabase or Firebase (cloud-hosted, scalable)

Cloud Infrastructure: AWS, Vercel, or Google Cloud Platform

Note: Android development is excluded from this MVP scope. Focus is exclusively on iOS platform delivery.

2.1 Enhanced QR Code Scanning & Lighter Registration

Purpose: Enable users to scan QR codes using native iOS camera and provide comprehensive web-based fallback system.

Features:

- Native iOS Camera Integration: Users can scan QR codes directly using their phone's native camera app
- Deep Linking: If app is installed, QR scan opens app directly to relevant screen
- Web Fallback System: If app not installed, QR opens web page with notification-style interface
- Smart Routing Logic: Registered lighter shows return/claim options, unregistered shows download prompt
- In-App QR Scanner: Available for registered users within the app
- Unique lighter ID generation and validation
- Photo capture functionality to document the lighter
- Duplicate detection to prevent multiple registrations

2.2 Ownership History Tracking

Purpose: Allow users to view the ownership chain of lighters while respecting privacy preferences.

Features:

- Ownership chain tracking in database schema
- Privacy-respecting display (only public profiles shown)
- Clean timeline view: "X → A → B → You"
- Optional privacy settings for each user
- Integration with existing trade/lost & found workflows
- View previous owners' publicly shared details
- Privacy controls to remain anonymous in ownership history

2.3 Smart Location Update System

Purpose: Proactively track lighter locations through user-friendly notifications.

Features:

- Smart push notifications asking "Is your lighter with you?"
- One-tap responses (Yes/No)
- Automatic location updates when user confirms
- Follow-up "Is it lost?" flow for missing lighters
- Non-intrusive frequency (max 1-2 prompts per week)
- Respects user privacy and battery life
- Location-based lighter tracking

2.4 Landing Website for goodmonkeys.com

Purpose: Single-page marketing website (complimentary deliverable).

Features:

- Company Section: About Good Monkeys LLC, mission, team
- Flick App Section: App introduction, features showcase, download buttons
- Contact Form: Professional contact system with email forwarding
- Responsive Design: Mobile-optimized for all devices
- SEO Optimized: Ready for search engine visibility
- Integrated Experience: Seamless flow between company info and app promotion

3. Enhanced Database Schema

The following tables will store all data for the Flick MVP application:

Table Name	Key Fields	Purpose
users	user_id, email, username, avatar_url, created_at, points, level, privacy_settings	Store user accounts and preferences
lighters	lighter_id, qr_code, owner_id, brand, color, photo_url, registered_at, last_seen_at, current_location	Store registered lighter data and current location
ownership_history	history_id, lighter_id, previous_owner_id, new_owner_id, transfer_date, transfer_type	Track ownership changes and transfers
location_updates	location_id, lighter_id, user_id, latitude, longitude, timestamp, notes	Store location tracking data and updates
qr_web_sessions	session_id, qr_code, user_agent, ip_address, action_taken, timestamp	Track QR web interactions and sessions
trades	trade_id, requester_id, owner_id, lighter_offered_id, lighter_requested_id, status, created_at	Manage lighter trade requests and history
lost_found	report_id, lighter_id, reporter_id, status, description, last_location, reported_at	Track lost and found reports
messages	message_id, sender_id, recipient_id, content, timestamp, read_status	In-app messaging system
achievements	achievement_id, user_id, badge_type, earned_at	Store user achievements and badges
notifications	notification_id, user_id, type, content, read_status, created_at	Push notification records

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This document forms Annex 1 of the Application Development Agreement between Good Monkeys LLC and CodeFlow Studios, dated October 8, 2025.

ANNEX 2

Application Flow Diagram

Flick MVP - iOS Application

October 8, 2025

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1. Overview

This document describes the overall application flow, user journeys, data interactions, and backend architecture for the Flick MVP iOS application, including all additional features requested by Good Monkeys LLC. It provides a comprehensive view of how different modules interact with each other and with the backend infrastructure.

2. Enhanced System Architecture

Layer	Components	Technology
Presentation Layer	iOS Application + Web QR Fallback	Flutter/React Native + HTML/CSS/JS
API Layer	RESTful API Gateway	Node.js + Express.js
Business Logic Layer	QR Processing, Location Tracking, Ownership History	Node.js
Data Layer	User DB, Lighter DB, Ownership History DB, Location DB	Supabase/Firebase
Storage Layer	Images, Documents, Backups	AWS S3 / Firebase Storage
Infrastructure Layer	Cloud Hosting, Load Balancing, CDN for Web QR	AWS/GCP/Vercel

3. Enhanced QR Code Scanning Flow

Step	Action	System Response
1	User scans QR code using native iOS camera	Camera app detects QR and attempts to open app
2A	If app installed: Deep link to app	App opens directly to relevant screen
2B	If app not installed: Open web page	Web page loads with notification-style interface
3	System validates QR code format	Backend checks if QR exists in database
4A	If registered lighter: Show ownership status	Display "This lighter is registered - return or claim?"
4B	If unregistered lighter: Show registration prompt	Display "New lighter - add to collection!" with download link
5	User takes action (return/claim/register)	System processes action and updates database
6	Success confirmation displayed	User receives confirmation and next steps

4. Smart Location Update Flow

Step	Action	System Response
1	System sends push notification	"Is your lighter with you right now?"
2	User responds Yes/No	One-tap response captured
3A	If Yes: Location updated	Current GPS location saved to lighter record
3B	If No: Follow-up question	"Is your lighter lost?"
4A	If lost: Mark as lost	Lighter status updated, owner notified
4B	If not lost: Normal status	"Just not with me right now" recorded
5	System logs interaction	Analytics updated, frequency tracking

5. Enhanced API Endpoints

Endpoint	Method	Purpose
/api/lighters/qr/validate	POST	Validate QR code and return status
/api/lighters/qr/web/action	POST	Handle QR web actions (return/claim/register)
/api/lighters/:id/ownership-history	GET	Get ownership history for lighter
/api/location/update	POST	Update lighter location
/api/location/request	POST	Request location update from user
/api/qr/web/register	POST	Handle web-based QR registration

6. Future Expansion Readiness

6.1 Social Feed Architecture Foundation

- Event Logging: All user actions (trades, scans, location updates) logged for future social features
- Activity Streams: Database structure ready for activity feed generation
- User Interaction Tracking: All social interactions captured for future analysis
- Scalable Infrastructure: Built to handle increased social activity and engagement

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This document forms Annex 2 of the Application Development Agreement between Good Monkeys LLC and CodeFlow Studios, dated October 8, 2025.