

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

For and on behalf of CodeFlow Studios

Name: _____

Title: _____

Date: _____

