



Uber Like App Draft Scope Of Work

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Proposal Validity:

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1. Introduction

- **Transforming your ideas to reality!**

We are living in the age of connectivity, and that means more things than ever before are right at your fingertips. With one press of the button, one swipe left or right, you can open up new worlds in seconds. We are talking about apps, those little icons on your mobile device.

But at App-knit we don't just talk about apps, we live and breathe apps. We have assembled a team of the best and brightest minds in software development, marketing, and leadership, giving our clients access to the most cutting-edge technology. You can be rest assured you are in good hands, as we have years of experience in both Android and iOS app development.

Our goal is to create something you are proud of and that helps your business. Apps can be transcendent, and they can also be colossal failures. That's why App-knit has developed a comprehensive approach to app development that takes the guessing out of the game. We are ecstatic that you are considering doing business with us, so let's get started.

- **What to Expect**

Mobile app development is serious business. It takes time and patience to create something that works for you and is free of bugs and other issues. Updates are required, but it's important to start with a sound foundation. At App-knit, we believe in a thorough approach that provides our clients with as much engagement as they request. While our entire team will be developing your app, we will assign a project Manager who will be your main point of contact.

- **Research and Outreach**

A large part of the work App-knit does is behind the scenes. There will be times when we communicate with the client for hours/days/weeks to get things transparent, that's only because we're intimately involved in the research and strategy making phase. However, before any of that begins, we need to make a checklist of everything you want in your new mobile app.

We will gather information about your company/business and how it works. We will figure out who your customers are and how we can attract more through your new app. Audience engagement, research, and branding are key in app development, and we will conduct focus groups to find out why people choose your app.

2. Project Overview

a. Project Summary

The project is to create a ride booking mobile app. This app connects the customers with the drivers. Customers can create their account and book a ride by entering the pick up / drop off location. They can call the driver and rate and review the driver after the trip, see their past trips, manage their profile

On the other hand, Drivers can start using the app after admin verification. They can set their availability status, accept / reject request, see their earnings, trips completed and manage their profile.

b. Stakeholders

- **Users:** Android & iOS mobile app for Customers
- **Service Providers:** Android & iOS mobile app for Drivers
- **Admin:** Web based Admin Panel to manage the users etc.

c. Technical Solution

Phase	Tools/Technology
Design	<ul style="list-style-type: none">• Adobe XD
Backend & Web Development	<ul style="list-style-type: none">• MERN Stack• IDE: Visual Studio
iOS App Development	<ul style="list-style-type: none">• Language: Swift• IDE: Xcode• OS Support: iOS 11.0+• Device Support: iPhone
Android App Development	<ul style="list-style-type: none">• Language: Kotlin• IDE: Android Studio• OS Support: Android 5.0+• Device Support: Smart Phone
Documentation	<ul style="list-style-type: none">• Google Docs

d. Project Deliverables

Phase	Deliverables
Design	<ul style="list-style-type: none">• Custom Mobile App Theme and Design• Wireframes of Mobile App (2 iterations)• UI/UX Design of Mobile App (2 iterations)
Development	<ul style="list-style-type: none">• Mobile App Design Prototype (2 iterations)• Mobile App User Stories (2 iterations)
Testing	<ul style="list-style-type: none">• QA Report for Mobile App tested on the following devices:• iOS: iPhone 5, iPhone 6s, iPhone 10• Android: Moto C Plus, One Plus 7
UAT (User Acceptance Testing)	<ul style="list-style-type: none">• Beta Customer Android Mobile App build (2 versions)• Beta Driver Android Mobile App build (2 versions)• Beta Customer iOS Mobile App build (2 versions)• Beta Driver iOS Mobile App build (2 versions)• Web Admin Panel build (2 versions)• UAT Report
App Launch and Project Handover	<ul style="list-style-type: none">• Link to Live Apps• Source Code of Front end and Back end• Backend API Documentation• Admin Panel on the Web• Project Handover Document

3. Project Scope Of Work

a. Customer Module (Android & iOS)

- App Language: English & French
- Splash Screen
- Onboarding Pages
- Register:
 - Register with
 - Name, Profile Pic, Email, Password, Confirm Password, Phone Number
 - All fields are mandatory
 - Email verification
- Sign In
 - Sign In with email and password
 - User will be able to Sign In only after verification
 - Forget password - Reset password via email containing password reset link
 - Continue as a guest flow
- Home Page
 - Enter pick up location manually or Auto detect location
 - Enter drop off location
 - Select payment method - Card
 - See the estimated fare, distance (User will see total estimated amount based on calculation algorithm involving distance and time based pricing)
 - Ride Now (Booking Request will be sent to the nearby available drivers)
 - The Driver will be assigned to the customer after the request is accepted by the driver
 - Cancel a ride (With cancellation rules)
 - Call driver (User will be redirected to normal phone call)
 - User can see the driver's details - Name, Profile Pic, Ratings, Vehicle details and see the booking reference number
 - See invoice
 - Payment will be auto deduced via payment gateway
 - Rate and review the driver after ride is completed

- My trips
 - See the list of all the trips till date
 - See the trip details
 - Pick up and destination points, date and time
 - Fare, driver and vehicle details
- User Profile
 - View profile - Profile pic, name
 - Edit profile - Profile pic, name, email, Phone Number, change password
 - Payment Mode - Manage cards
 - My payments
 - See the list of all the transactions
 - See transaction details
 - Filter by Date Range
 - Settings -
 - About Us
 - Privacy Policy
 - Help (Contact Admin, FAQs)
 - Terms & Conditions
 - Log out
- Notifications
 - Push Notifications
 - Notification will come in the following cases:
 - Ride status
 - When driver cancels a ride
 - Admin Notifications

b. Driver Module (Android & iOS)

- App Language: English & French
- Splash Screen
- Onboarding Pages
- Register:
 - Register with

- Name, Profile Pic, Email, Password, Confirm Password, Phone Number
 - Enter vehicle details - Vehicle type, make, colour, Vehicle number, Vehicle photo
 - Upload all documents - Driver photo, RC, license, vehicle insurance, pollution control along with expiry date of documents
 - All fields are mandatory
- Email verification
- Sign In
 - Sign In with email and password
 - User will be able to Sign In only after verification
 - Forget password - Reset password via email containing password reset link
- Set availability Status - On / Off (Driver will receive requests only if availability status is on)
- My earnings
 - Total earnings
 - Total number of trips completed
 - Earnings chart in daily, weekly, monthly or yearly format
- Requests
 - See incoming request with pick up and drop off location
 - Accept / reject
 - If accepted start navigation towards customer's pick up location
 - Update the ride status
 - Call customer (User will be directed to normal phone call, no VOIP calling)
 - Cancel ride (With cancellation rules)
 - See total payment - to be collected or received
- My trips
 - See the list of all the trips completed
 - See trip details
- User Profile
 - View profile - Profile pic, name, ratings
 - Edit profile - Profile pic, name, Phone Number, email, change password, documents
 - Manage bank account
 - My payments
 - See the list of all the transactions
 - See transaction details

- Filter by Date Range
- Settings -
 - About Us
 - Privacy Policy
 - Help (Contact Admin, FAQs)
 - Terms & Conditions
 - Log out
- Notifications
 - Push Notifications
 - Notifications will come in the following cases
 - When request is received
 - When customer cancels a ride
 - Documents expiry date
 - Admin Notifications

c. Web Admin Panel

- App Language : English & French
- Dashboard
 - Total number of customers
 - Total Number of Registered Drivers
 - Total number of active, deactivated or deleted users
 - Total Revenue generated in weekly, monthly or yearly format
- List of customers
 - See list of all the customers
 - See the details of the customers
 - Name, profile pic, Phone Number, Number of trips completed
 - Actions - Activate / Deactivate, Delete
 - Search by name, email
 - Pagination
- Manage drivers
 - See list of all the drivers
 - See the details of the drivers

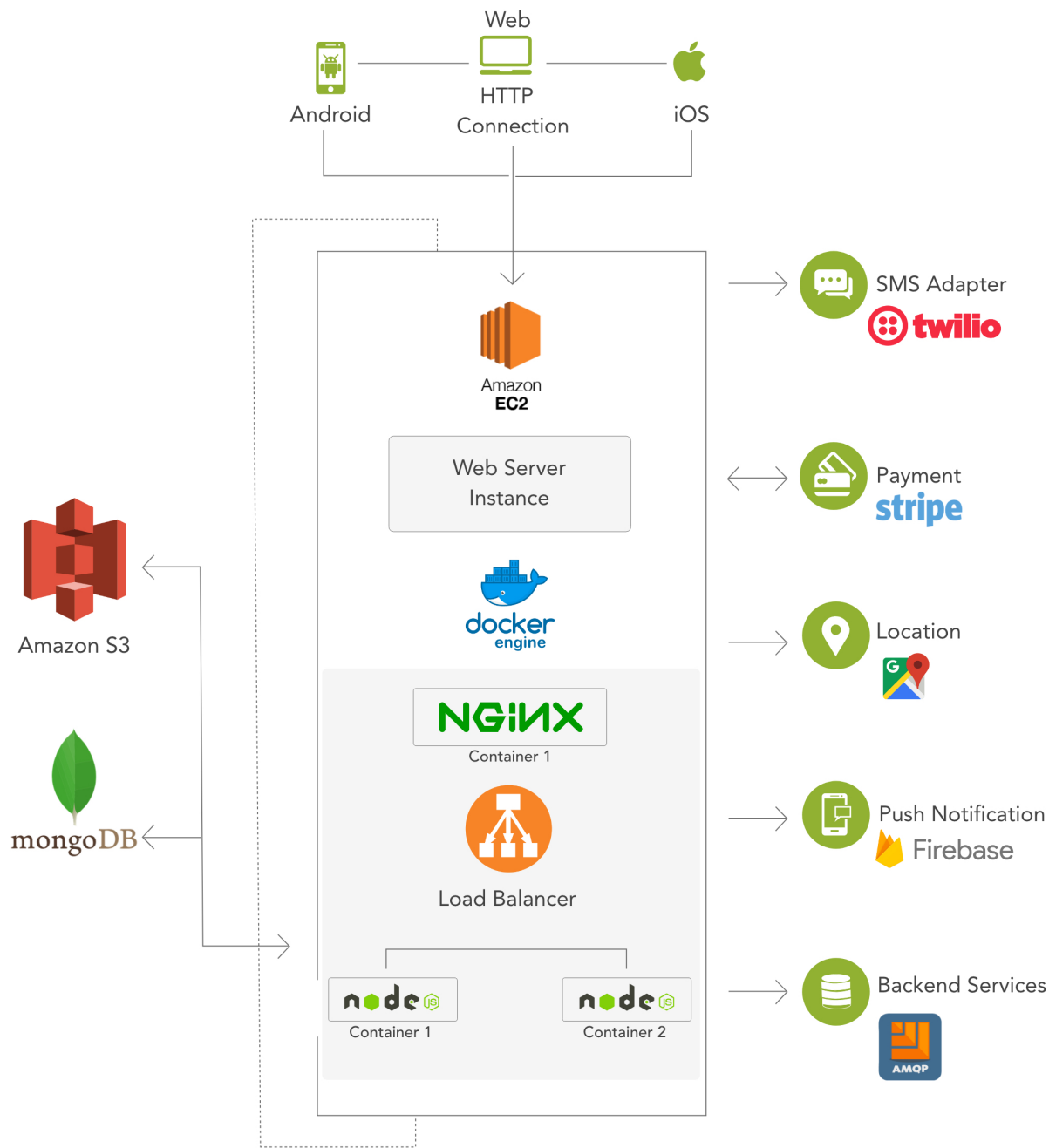
- Name, Image, email, Phone Number
- All documents
- See the expiry date of all the documents
- See all the trips completed by the driver
- See the Vehicle Associated with the Driver
- See ratings and reviews about driver
- Edit details
- See all the transactions associated with the driver
- See the status of the driver (available / offline)
- Track the driver
- Actions - Activate / Deactivate driver, Delete a driver
- Verify driver
- Verify driver documents
- Filter List of Drivers based on status, expiry date
- Send notifications to Filtered Drivers
- Pagination
- Lists of trips
 - See list of all the trips
 - See trip details
 - Booking Reference Number, Customer, driver
 - Pick up and drop off location
 - Date and time
 - Price
 - Trip status
 - Payment status
 - Payment mode
 - Actions - Delete a trip
 - Pagination
- List of Transactions / Payment History
 - List of all the Transactions
 - Details of all the transactions (Paid by, Paid to, Commission Amount, Date and Time of Transaction)
 - Refund a Transaction

- Filter Transactions in a Date Range
 - See the list of all the transactions/ payments made to the drivers in form of weekly statement
- Account
 - View name and profile pic
 - Role
 - Edit profile
 - Logout
- Send Notification to all users
- Manage About Us, FAQs and Terms & Conditions

d. Assumptions and Exclusions

- No unit testing in the code
- Default Dialog Box of the OS
- There will be 2 different apps - One for customer and another for driver
- No social media registration
- Only one mode of payment gateway through Stripe
- There will be no referrals
- No schedule a ride
- No subscriptions
- No promo codes or discount coupons
- No In App messaging
- No ads
- No tracking in real time
- No VOIP calling
- No Engagement Tracking
- No multiple destination on the way pick up
- No tracking of driver
- No pinning of location on the map
- No access management in admin panel
- No generate reports feature in admin panel
- Only individual can register as driver, no company registration, no company module

e. System Architecture



f. 3rd Party Services:

Android App Development		
Service	Use of Service	Cost
Glide	<ul style="list-style-type: none"> To load and show images in the app 	Free
RetroFit	<ul style="list-style-type: none"> To Make API Calls and connect the app to Backend 	Free
Moshi	<ul style="list-style-type: none"> To parse JSON data that we get from backend 	Free
Google Maps API	To access Google Maps and show location to Users	Free Pay As you go
Google Places API	To have Google Auto Complete Place feature	Free Pay As you go
Google Play Console	<ul style="list-style-type: none"> To launch the app on Play Store 	USD 25

iOS App Development		
Service	Use of Service	Cost
SDWebImage	<ul style="list-style-type: none"> To load and show images in the app 	Free
Alamofire	<ul style="list-style-type: none"> To Make API Calls and connect the app to Backend 	Free
Toaster	<ul style="list-style-type: none"> To make user integrative Toast Messages 	Free
Google Maps API	To access Google Maps and show location to Users	Free Pay As you go
Google Places API	To have Google Auto Complete Place feature	Free Pay As you go
Apple Developer Account	<ul style="list-style-type: none"> To launch the app on App Store 	USD 99/ year

Backend Development		
Service	Use of Service	Cost
AWS EC2	<ul style="list-style-type: none">• Hosting service to host backend, Admin Panel and Web App code	Free Pay As you go
AWS S3	<ul style="list-style-type: none">• Database to store media of the system	Free Pay As you go
Mongo DB Atlas	<ul style="list-style-type: none">• Store User Data	USD 10 / month
Rabbit MQ	<ul style="list-style-type: none">• Queue Various Requests of Users	USD 10 / month
Firebase	<ul style="list-style-type: none">• Send Push Notifications to Users	Free
Stripe	<ul style="list-style-type: none">• For Payments	2.5% per transaction approx.

g. Project Timelines

	Weeks																				
Project Phase	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
Wireframes																					
Design of App UI																					
User Stories																					
Backend Development																					
Android Customer App																					
Android App UAT																					
iOS Customer App																					
iOS App UAT																					
Android Driver App																					
Android App UAT																					
iOS Driver App																					
iOS App UAT																					
Admin Panel Development																					
Admin Panel UAT																					
Mobile App Launch																					

4. Project Team

1. Shared team structure:

Team Member	Role	Number of Members
Project Coordinator	SPOC, manage the entire project and discuss and finalise the flow of the app with the client	1
Lead UI/UX Designer	Responsible to capture all the User Journeys for the app	1
UI/UX Designer	Responsible to design the new elements of the project	1
iOS Team Lead	Responsible to ensure Code Quality and proper functioning of the iOS App	1
iOS Developer	Responsible to make the iOS app for the project	2
Android Team Lead	Responsible to ensure Code Quality and proper functioning of the Android App	1
Android Developer	Responsible to make the Android app for the project	2
Backend Team Lead	Responsible to ensure Code Quality and proper functioning of the backend and admin panel of the platform	1
Backend Developer	Responsible to make the backend and admin panel of the platform	2
Quality Assurance Engineer	Prepare test cases and ensure all the functions of the app work properly	1

2. Client Team Collaboration:

Our work methodology focuses on Prototype model of development. We always create a prototype of the app before we even write a single line of code. This gives a very clear understanding to the client, Project Manager and developer for what the project should look like at the end of the development process. Hence, this leads to significant productivity and rapid development.

You can interface directly with the project manager to discuss the progress whenever needed. Following interfacing tools can be used for communication:

- Skype - for chat / calls
- Slack – for chat / calls
- Email - For addressing whole team or escalation

5. Project Cost

S.No.	Project Phase	Cost (USD)
1		
2		
	Total Project Cost *	

*All payment needs to be done in convertible foreign exchange using Wire Transfer. The above price does not include any taxes. There are no taxes applicable to the above price.

6. Maintenance Terms

a. Warranty:

Two months post acceptance/sign off. Once a solution has been signed off, we go into a warranty period where the project team will address bugs you may discover in the period of the warranty.

- Fatal issue - Any issue causing the app to not function at all. This will be taken at top priority and ideally solved the same day.
- Medium issue - Issues which require immediate attention, but are not crucial. Such issues will be solved within 1 week.
- Low priority issue - For example spelling mistakes, minor design issues etc. We will take on such issues once a month, client can compile the list and send us once on a specific date of each month. Any additions to this list will be taken care of next month same date and not before that.

b. App Maintenance and Support:

App-knit not only creates and delivers mobile applications but also ensures app significance over the time by offering efficient support and maintenance after deployment. After we deploy an app and user base grows with time, number of factors like new software versions, low latency, technical issues and others come into play which affect the performance of the app. In this environment, rationality demands to optimise the app's performance and retain existing users, while attempting to get more on board. We provide the following maintenance services:

- App monitoring services which include Server Monitoring, App Crash Monitoring, Hosting and Third Party Payment Monitoring, Performance Monitoring, App Store Management and Monitoring, Third Party Integration Update Reviews
- App Upgrade Services which include Improving App Interface and Interactions (UI/UX changes), Operating System Upgrade for iOS and Android, Programming language Upgrades
- Bug Fixing, Enhancement and Support Services including App testing at intervals, responding to customer enquiries, technical support

Services	Standard	Plus	Premium
App Monitoring	NA	95%	97%
Performance Monitoring	No	Yes	Yes
Bug Fixing	Only Fatal Issues	All Issues	All issues
Server Monitoring	Every 60 days	Every 30 days	Every 15 days
App Store Optimisation	No	Yes	Yes
Recommendations to improve UX	No	Yes	Yes
Database Monitoring	No	Yes	Yes
Analytics Monitoring	Once every 60 days	Once a month	Once a month
Third Party Integration Update Reviews	No	No	Yes
App Updates	NA	Only OS updates	Yes

A detailed proposal for the App Maintenance Service will be shared with the client in request.

7. Process We Follow

Every app is different, but our tried and tested mobile app development process is designed to ensure that your app is a success. That means it's delivered on time, it's bug-free, and it does everything it's supposed to do. We believe in an approach based around iterative design and development; feedback, testing and flexibility. Here are the 9 steps we follow:

- **Project Kickoff:** First thing we do after you decide to hire us is we introduce you to our team. We familiarise you with the process in detail, set clear expectations, share a detailed project plan and set communication channels for your app.



Mobile App Strategy

Developing a strategy forms the first step of the Mobile Application Development Process and an integral one as it maps out the entire mechanism upon the foundational idea.

Mobile App Design

Design curation focuses on the market trends and user experiences in order to help your enterprise with a design that stands firm on interface and operations, keeping business expectations at the center of the whole process.

Mobile App Development

Mobile App development forms the amalgamation of the idea and the design, and is carried out by developers with expertise in relevant platforms and technologies. Through varying iterations, clients are updated about the work progress.

- **Wire Framing:** During this phase we will focus on your idea and the user journey. We work closely with you to draw out the wireframes for your app based on the scope we closed. This will cover all the features of the app and the journey user will take in the app. We know every idea needs work and so, we take in your feedback and iterate the wireframes again to ensure that your user journey is accurate.
- **User Interface Design:** After completing the wire framing, we will have a good idea of how user engagement and screen flow will take place. Next, the experts within UI design team will convert the wireframes into clean and attractive interfaces.

- **User Story Document:** This is the phase which will determine the success or failure of the entire project. Here, we take all the UI screens that we designed and add all the contextual information that is needed for the development. The document is clean enough, that everyone wants to read it and detailed enough that even a layman can understand what the app needs to do. This document will act a single source of truth for the entire project to determine what needs to be added and what is not included on the development phase. The final app will be created exactly as per the User Story document. Any deviation from the document will either be mutual from a timeline or technical consideration. Any new feature / screen that is not there in the document will be considered a Change Request and App Knit team will submit time and cost estimate for the additional changes.
- **Development:** Once the User Story document has been signed off, our development team will start coding your application. Server components will be taken into account during the process to streamline development time and to avoid any complications. We will get on a weekly stand up call with you to ensure that you are updated of the process we are making on the development side.
- **Quality Assurance Testing:** We believe that a great app is a combination of good design, good development and great testing. Hence, we test the app diligently. Before all development is complete, we prepare a test case plan based on the User Story Document itself. Then, once the app is ready, the dev team shares the alpha build for testing. We test the alpha build for all the test cases. If the app fails to pass any test, we get the development team to iron out those wrinkles and test all the cases again. Once, the app passes all the test cases then we share the app with you.
- **User Acceptance Testing:** Here we share the beta build of the app for your testing. You can test the app and ensure that is working as per the User Story that we defined. If you find any inconsistencies, you can share the list of issues that you find and we will address them. Make sure you point out each and every thing so that the next build you get is perfect. Anything, which is not part of the User Story becomes a change and you can raise a Change Request to add those extra features in the app.
- **User Acceptance Testing 2:** Here we share beta build number 2 with you after addressing all the bugs that you pointed out. Once, you sign off on the build we would be ready for the launch.
- **App Launch:** Submitting applications to their appropriate stores is the last step in the development process, and we will take care of that too. You create the company account on the proper platform, and we will handle everything else. We will share a checklist of things that are needed from your side to launch the app. Once, you share all the details with us, we will add the details in the stores and launch the app for you.

8. General Terms and Conditions

1. Services as specified shall only commence on receiving the deposit & signed copy of the agreement.
2. **App Knit, SCO 168, Level 1, Sector 38C, Chandigarh, India - 160036** agrees to act as an independent Contractor and the Client agrees to retain the services of **App Knit** from the Effective Date pursuant to the terms and conditions contained in this Contract. Change in orders may be made and additional tasks may be added to the Project during the term of this Contract upon mutual written agreement of App Knit and the Client. No changes or additions may be implemented or acted upon by **App Knit** unless agreed to in writing prior to the incurring of any additional cost or impact on the schedule.
3. Change requests - All subsequent change requests/approvals given during the course of project delivery shall be read as a part of the contract. All change requests will either be entertained before development kicks off or after the UAT sign off is done.
For change requests, the project manager and the business manager would be involved in drafting the detailed changes in scope and budget, accordingly.
4. During rendering services pursuant to this Agreement, **App Knit** agrees to devote its commercially reasonable efforts to the performance of its duties and responsibilities under this Contract. The **Client** agrees to devote its commercially reasonable efforts to support the activities of **App Knit** in any reasonable technical, administrative and commercial way to provide **App Knit** with documentation, statements and credentials available to the Client which shall allow **App Knit** to perform its duties and responsibilities hereunder.
5. App Knit relationship with **the Client** is that of an independent contractor, and nothing in this Contract shall be construed to create a joint partnership, joint venture, or employer-employee relationship. **App Knit** is not an agent of the **Client** and it is not authorized to make any representation, contact, or commitment on behalf of the **Client** unless specifically requested or authorized to do so in writing by **the Client**. **App Knit** will under no circumstances perform duties for the **Client** not related to the work assigned explicitly to the **App Knit** under this Contract. **App Knit** acknowledges that **the Client** intends not to withhold any federal income tax, state income tax, social security tax or state disability insurance tax from amounts to be paid to **App Knit** under this Contract. **App Knit** shall carry, at the expense of **App Knit**, appropriate worker's compensation and liability insurance to cover **App Knit**, its employees and the performance of the obligations in this Contract.
6. In the Services provided to the Client, App Knit is likely to use variants of algorithms, software development and testing techniques, architectures, structures, and design methodologies that are known in the public domain or to App Knit, and App Knit shall be have the ability to reuse these techniques under contract to others, or for the purposes of App Knit' own developments, subject to the Non-competition, Ownership and Confidentiality provisions herein.

7. IN NO EVENT WILL EITHER PARTY BE LIABLE TO THE OTHER FOR (i) ANY INDIRECT, SPECIAL, CONSEQUENTIAL OR INCIDENTAL DAMAGES, HOWEVER CAUSED, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGES, OR (ii) ANY DAMAGES UNDER THIS AGREEMENT (WHETHER IN CONTRACT, TORT (INCLUDING NEGLIGENCE)) OR OTHERWISE IN EXCESS OF THE AGGREGATE AMOUNTS PAID HEREUNDER. THE FOREGOING LIMITATIONS OF LIABILITY WILL APPLY NOTWITHSTANDING THE FAILURE OF ESSENTIAL PURPOSE OF ANY LIMITED REMEDY HEREIN.
8. During the term of this Agreement and for two (2) years thereafter, neither party will, without prior written permission from the other, directly or indirectly recruit, solicit or induce any employee, advisor or consultant of the other party to terminate his or her relationship with such other party. If either party violates this clause then they will be liable to pay the other party compensation equal to effectively twice the prorated annual compensation paid to the specific employee.
9. App Knit agrees to promptly deliver all Client property and all the copies of Client's property in App Knit's possession at any time upon the Client's request. Upon termination of this Agreement for any reason, App Knit agrees to deliver promptly to the Client all such documents, whether in written, graphical, or electromagnetic form, together with any other of Client's property then in App Knit's possession, except as Client may, by prior written approval, allow App Knit to retain.
10. This Contract may be terminated by either the Client or the App Knit upon thirty- (30) day's written notice for termination. In the event the Client does not pay App Knit any sum due to the App Knit for a period beyond 30 days, then App Knit is at liberty to terminate the Contract. App Knit shall be eligible to receive all due sums up to the date of termination.
11. If Client intends to terminate or close the project immediately during the project development, he will be entitled to pay the next subsequent milestone which was being targeted by team., say, if designs were being done, and team has achieved if not full, but partial completion, while client decides to exit or terminate the project, then to exit, he/she will need to pay the design complete milestone as part of compensation to the team working on project.

- **Payment Terms:**

1. Project would be executed on Fixed Cost basis.
2. To kickstart the project, Upfront payment will be required.
3. Billing would be done at the end of each milestone.
4. The Client agrees to pay App Knit the Fixed Price, and the App Knit agrees to accept the same as full compensation for the Services of App Knit hereunder as per the scope described above and terms & conditions mentioned in the contract. Payment under this Contract shall be made upon presentation by App Knit and receipt by the Client of an invoice and will be due as per the payment terms defined in the "Payment Terms" section of the Contract Summary.
5. The payment for each milestone is non refundable as App Knit will be putting up commercially reasonable time and effort to deliver each part of the project. Only the upfront payment given by the client at the start of the project can be refunded in the circumstance where it can be proved without reasonable doubt that App Knit was unable to deliver work as specified in the Scope of Work due to sole error of App Knit's team. The upfront payment is not refundable in case:
 - Client decides to cancel the project after the kickoff
 - App Knit is unable to schedule work on the project as client is not replying to App Knit's requests for more than 3 business days
 - App Knit pauses the project because of the unreasonable addition in the scope by the client doing the User Story or User Acceptance Test phase
6. In case it is proved beyond reasonable doubt that App Knit is the sole party responsible for the delay or non performance of the project, App Knit will refund the upfront payment after deduction of USD 500 (administrative changes) within 30 business days.
7. The Client shall also reimburse App Knit for all reasonable travel and travel related expenses incurred by App Knit as a result of travel requested in writing by the Client. The Client will be responsible for, and agrees to promptly pay, all taxes of any kind (including but not limited to sales, export and use taxes) associated with this Contract or the Client's receipt of the Services on submission of an itemized expense report by App Knit on company's format and original receipts for expenses incurred, except for taxes based on App Knit income.
8. Once all the outstanding dues have been received by App Knit, The Client shall own and have worldwide rights to the software, firmware and overall design of any Deliverables produced by App Knit pursuant to the Statement of Work; the Client shall have full right to use these Deliverables in any application by virtue of this Contract.

- **Timeline Terms**

1. During the project design and development, communication exchange is a key when it comes to adhering to timelines and resolving conflicts. The key instances where project development faces roadblocks are:
 - Client not sharing key access to some third party licences required by the development team
 - Client not sharing the feedback on time
 - Client not paying on time
 - Change requests being entertained
 - Design process taking too long as the client is requesting multiple changes
 - Client not replying to team's messages/emails during the design, development and testing process by more than 3 working days would lead to pausing of the contract. To resume the contract/work, either client must pay 10% of the total project budget as an additional cost every time the contract is paused or client must wait for at least 3 months to get the project resumed without any additional cost.
 - During the UAT, it is imperative that client's feedback is exhaustive and is not delayed beyond 4 working days. If client's feedback is delayed for more than 4 working days, the project's actual timeline agreed to in the contract will be considered invalid and unenforceable.

9. Signature Acceptance

Mr. Sumit Bedi

Registered Office:

App Knit

SCO 168, Level – 1,

Sector – 38, Chandigarh,

India

Mr. Gabrial

Registered Office:

Date