

Commercial Use License

Artist: Falah

Client: Vifer

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This document certifies that the artwork commissioned by the Client from the Artist is licensed for commercial use under the following terms:

Licensed Work:

- Pixel art splash/banner artwork created by Falah for use in a 2D boss rush game based on the 5 stages of grief.
- The artwork features the client's character with a scenic forest background and a portal, intended for use on a Steam panel/banner.

Usage Rights:

- The Client is granted full rights to use, modify, and distribute the commissioned artwork as part of a commercial product, including promotional materials, trailers, game banners, and digital storefronts.
- Attribution is appreciated but not required.

Limitations:

- The artwork may not be resold or redistributed as standalone assets or part of any asset pack.
- This license is non-transferable. Rights cannot be sublicensed or transferred to another party without the Artist's written permission.

Ownership:

- The Artist retains copyright ownership of the original artwork.
- The Client holds a perpetual license for the agreed commercial usage.



Signed,
Falah