"Awon GameZ"

GAME DEVELOPMENT AND CUSTOMIZATION

This document forms integral part of SOW dated 27ʳᵈ July 2021 concluded between
"Vijay Kumar Jha" and "Aone Games Private Limited referred to as "Awon GameZ"

Agreement Scope

1. Period of Performance

Start Date: 01/10/21

End Date: 17/10/21

For Second Phase – CMS/Admin Panel

Start Date – 12/10/21

End Date – 27/10/21

2. Vijay Kumar Jha

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Email:

vijay89jha@gmail.com

3. Awon GameZ

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Phone: +91 7000140417

Email: arun.patel@a1games.in

Awon GameZ Requirements -

4. Introduction:

This Statement of Work ("SOW") titled "Awon GameZ (Game Development and Customization) dated 1st of October 2021, by and between Vijay Kumar Jha and Aone Games (P) Ltd., referred to as 'Awon GameZ'.

5. Project Goals:

Vijay Kumar Jha and team will develop a game (as per the requirement) and integrate it into the client's website for fulfilling the objectives defined.

Vijay Kumar Jha and team will develop a Backend CMS panel from when the client can control and change all the content in the game such as Images, object, UI designs and background images and content. (This will be done in the phase 2)

6. Overall Description:

This game will be a similar game concept to Fruit Ninja and Fruit Master. Here we will customize the game according to the requirement shared by the client.

Required Customization in the game as described by the client –

From the bottom of the screen, they'll find various ingredients appear (in a trampoline sort of animation) - as it happens in fruit ninja.

They can swipe across the ingredients to slash them to get points. Along with these, there'll also be items that they shouldn't touch - parabens, etc.) If they slash the parabens, they lose immediately and their score up to then is their high score. Otherwise, the game ends on its own after 60 seconds. Once the game ends - whether by losing, or after 60 seconds - they can see their score and fill in a form - name, email ID, and phone number - to claim their incentive. Or they can even try again to set a higher score.

Then they can see information about the ingredient for the character they picked and then link out to the e-commerce site to purchase that product.

Mechanics of the game: Every few seconds (10-15) the game speed can increase to make it more challenging.

The game will have three templates for the characters with the same UI.

a. ACV Facewash

b. Onion Oil Shampoo

c. Vitamin C Facewash

7. Technology Stack:

The game will be built in HTML 5 technology.

Game will be both Desktop and Mobile browser compatible. For mobile it will be portrait mode and for desktop it will be landscape mode.

Workflow

Preliminary Design

That design concept will include the basic layout; all object in high quality all object animation, object background colour palette, font choices, etc.

Launch

When we have finished incorporating the entire thing according to client and wish to have at launch on client server.

Production

When your Game is in Production or Staging, we provide you demo in our server.

Scope of Work

Tasks

1.   Complete setup and integration

   1.1   Installs all required plugins and behaviors. Most of are open source if anyone are paid I will provide you that plugin and behaviors.

2.   Read

   2.1   List Of Product

   2.2   Add ingredients

   2.3   Destroy in Jar

Technology

Using Construct3 Game Engine and compile game in HTML5 Format, Used HTML5, CSS3, Java script, J query.

Front-end	HTML5
Main event and Logic	Js
Server	Dedicated
Mobile Compatibility	Yes

Design

Designs will be provided in .png and .psd formats

Icons & Images

We have a private library of custom designed icons and Images to show for the Game. However, some images need to be provided by the client like the logo of your Game and app icon with transparent background, images of the vendors/partners/clients/team etc. or a custom image/icon.

Open-Source Libraries

We use open-source libraries from time to time in our development to ease and fasten the whole process of project completion.

Timelines

Below timelines are counted from the day the project commences and will be ongoing. Only working days are considered i.e., Mon-Fri, excluding public holidays.

Deliverables	Completion days
Designer (Art and Game front end)	5
Game Development	5
Testing & Completion	5

- Prototype will be provided to Awon GameZ for demo within next 3 days of the contract.

Estimated Project Completion will be in Oct 2021. Milestone Progress will be shared on bi-weekly basis.

Fee Summary

Project Design & Development

Deliverables Includes (as discussed): HTML5 Games

INR 45,000

Admin Panel/CMS (Second Phase)   **INR 25000**

Deployment

`   **INR 0**

Domain & Hosting

NA

Maintenance

Maintenance after project deployment on live server (1st month free) + 15 days Free
Additional changes or feature additions later on will be charged extra.

INR 0

Advertising & Marketing

Project Total **INR 70,000**

Total Payment to be made: INR 70,000

Next Steps

To proceed with this project, you required to take the following steps:

1. Accept the proposal "as is" or discuss desired changes. Please note that changes to the scope of the project can be made at any time, but additional charges may apply.
2. Finalize and sign contract.
3. Submit initial payment of 30% of total project fee.
4. Once these steps have been completed, we will begin the project.

Payments

Below is the information for making initial & future payments.

UPI: 8800270554@ybl, vijay89jha@okicici

Payment Milestones: -

For The Fruit Ninja Game – INR 45000 rupees only

S.No.	Task Payment Breakdowns	
1	Advance Payment	30%
2	Prototype	35%
3	Final Delivery	35%

For the second Phase – CMS/Admin Panel – INR 25000 rupees only

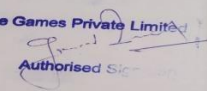| S no.	Task Payment Breakdown	
1	Advance	30%
2	After the beta version is ready for testing	35%
3	Final delivery	35%

8. **Terms and Conditions**.
   A. All disputes in this connection shall be settled in Delhi jurisdiction/Delhi Court only.
   B. The quality of the game has to be premium and should be according the sow provided.
   C. The work must complete according to the timeline.
   D. A protype must be prepared within 1st week of work and must be of premium quality
   E. Here the premium quality means the graphics and gameplay must be close to that of fruit ninja and fruit master.

F. Until client doesn't accept and give in writing than project will not be considered complete.
G. The developer has to transfer all the data related to the game including all the source code of the game and the admin panel.
H. The Final Product has to be bug free.
I. Payment for second phase will only start after the first project goal of developing a game is complete.

9. Acceptance and Signing of the Contract

Acceptance

Please sign below to mark your acceptance of this agreement and we shall begin the project after the initial payment.

Accepted by	Accepted by
Name: Vijay Kumar Jha Designation: Signature: *Vijay Kumar Jha*	For "Aone Games" Name: Gourav Singh Designation: Vice President For Aone Games Private Limited Authorised Sig Signature: