



Custom Software Development Agreement

Agreement no. _____ · Date _____

1. Parties

This agreement is between **PandaDev** ("the Studio", support@pandadevhub.com) and _____ ("the Client", _____).

2. The project

The Studio will design and build the software described below ("the Software") for the Client.

Service: _____

- _____
- _____
- _____
- _____

Work not described in this section is outside the agreed scope. It may be added through a written change request (section 6).

3. Price

Item	Qty	Amount
_____		_____
_____		_____
_____		_____

The fixed project price is _____.

4. Payment terms

- On signing: _____
- At launch: _____
- The first payment of _____ is due when this agreement is signed; work starts once it has been received.
- Milestone payments are invoiced when the milestone is delivered for review and are due within 7 days.
- Prices are in US dollars and exclude taxes that apply in the Client's country. Card payments are processed by Stripe.

5. Delivery and acceptance

The Studio delivers the Software in milestones and gives the Client access to a test version. The Client has **7 days** to test each milestone and report issues that differ from the agreed scope. A milestone is accepted when the Client confirms it, or when 7 days pass without a reported issue.

6. Changes

Either party may propose a change. The Studio replies with the effect on price and timeline, and the change is made only after the Client approves it in writing. Approved extra work is charged at **\$65 per hour** unless a fixed price is agreed.

7. The Client's part

The Client provides timely information, content, test accounts and access to any third-party services the Software must connect to, and names one contact for decisions. Delays on the Client's side move the timeline by the same amount.

8. Third-party services

The Software may rely on third-party services (for example hosting, payments, email or maps). Their fees and terms are the Client's responsibility unless included in section 3. The Studio is not responsible for changes or outages of those services.

9. Ownership and licence

When all project payments have been made, the Client owns the code written specifically for the Client. The Studio keeps ownership of its pre-existing tools, libraries and components and grants the Client a permanent, non-exclusive licence to use them as part of the Software. Open-source components remain under their own licences.

10. Security and data

The Studio follows secure development practice: encrypted connections, hashed passwords, least-privilege access and dependency updates during the project. Where the Software processes personal data on the Client's behalf, the Studio acts only on the Client's instructions and keeps that data confidential.

11. Warranty

For **60 days** after final acceptance the Studio fixes, at no charge, any defect where the Software does not work as described in the agreed scope. This does not cover changes made by others, misuse, or third-party services.

12. Confidentiality

Both parties keep the other's non-public information confidential and use it only for this project, for the term of this agreement and 3 years after it ends.

13. Liability

Neither party is liable for indirect or consequential losses, lost profits or lost data. The Studio's total liability is limited to the fees paid under this agreement.

14. Ending the agreement

Either party may end this agreement if the other seriously breaches it and does not fix the breach within 14 days of written notice. On early termination the Client pays for the work done up to that date, and the Studio hands over that work once it is paid for.

15. General

This is the whole agreement between the parties. Changes must be in writing and accepted by both. It is governed by the laws of the place where the Studio is registered. Electronic signatures are binding.

Signatures

CLIENT

Name:

Date:

FOR THE STUDIO

Name:

Date: