

BUZZ DOT NET Software Policies

Rates: Development services are all billed at our normal hourly rates. Please note that any projects that fall into the weekend will have an overtime rate which will be double the normal hourly rate.

50% is due before the job commences and the other 50% on delivery of the job.

Cancellation fees on all confirmed jobs will be as follows:

- Within 7 working days of the scheduled commencement date>> 35% of the quoted amount.
- Within 24hours of the scheduled commencement date>> 50% of the quoted amount.
- Once the job has commenced>> the first 50%, plus any additional costs based on how far into the schedule the project is.

Any changes or additional functionalities caused by the client will be charged at the time value of their specific development requirements. These might also lead to change in the schedule.

All data bases will remain the intellectual property of Killaabee Creative Arts unless otherwise agreed with the client. Please note that these databases will not be for sale to any outside party other than the original client.

Copyright of all Products created while performing Services for the Client will be transferred to the Client upon receipt of payment in full, except in the cases described below.

Copyright Exceptions

1. The Developer reserves the right to reuse and re-license portions of the created Product as desired, as long as the portions are general solutions to common problems and are not specific to the Clients product.
2. Any portions of the Product whose copyright is withheld by the developer are licensed to the Client for use in the Product under the MIT license: <http://www.opensource.org/licenses/mit-license.php>
3. The Client will only be billed for portions of the Product which were created during the effective period of this contract and created while performing Services for the Client.

Due to this a licensing fee will be charged for any 3rd parties that are authorised permission to trade through the software/product at a price which is entirely dependent on the type of software that was developed.