Terms of Service - ropox Scripting Commissions

Last Updated: February 28, 2025
Effective Date: March 6, 2025

1. Introduction

These Terms of Service ("Terms") govern the provision of Roblox scripting commission services ("Services") by ropox ("Provider"), an individual freelancer based in the Republic of Turkey, to you ("Client"). By engaging the Services, the Client agrees to be bound by these Terms, which form a legally binding agreement. The Terms are governed by and construed in accordance with the laws of the Republic of Turkey, and any disputes arising hereunder shall be subject to the exclusive jurisdiction of Turkish courts. As the Provider is a minor, all agreements may be executed by the Provider's legal guardian where required by applicable law.

2. Scope of Services

The Provider offers customized Roblox scripting services, limited to programming and scripting solutions, including but not limited to:

- Development of advanced game mechanics and core systems optimized for performance and engagement.

- Implementation of artificial intelligence (AI) behaviors and non-player character (NPC) scripting for dynamic interactions.

- Creation of environmental interactions, procedural obstacle generation, and physics-based mechanics.

- Scripting for user interface (UI) and user experience (UX) enhancements to improve accessibility and immersion.

- Networking solutions for multiplayer functionality, including synchronization and latency optimization.

- Custom scripting tailored to unique game mechanics to enhance project creativity and originality.

2.1 Limitations

The Services exclude asset creation, including but not limited to 3D models, textures, and audio. If the Client provides pre-existing code, the Provider will make reasonable efforts to integrate or adapt it, but extensive debugging or rewriting may incur additional fees, subject to mutual agreement.

2.2 Completion Criteria

A project is deemed complete when:
(a) The Client approves a "full showcase" video demonstrating the final product; and
(b) The Client requests either delivery of the project file (.rbxl format) or integration into their Roblox project.

3. Payment Terms

3.1 Payment Methods

Payments are accepted via:

- **Wire Transfer**: Bank details (e.g., bank name, account number, SWIFT code) will be provided upon request.

- **Robux**: Preferred through Roblox group fund transfers. Gamepass payments are accepted, provided the Client covers the 30% Roblox transaction fee (tax).

- **Cryptocurrency**: Payments in Ethereum (ETH) to the Provider's designated wallet.

The Client is responsible for all transaction fees and applicable taxes, which will be added to the quoted price unless otherwise agreed in writing

3.2 Payment Structures

Short-Term Engagements

- **Per-Task Basis:** Minimum of five (5) tasks, at starting price of $25 USD (plus fees/taxes) or 8,000 Robux per task.

- **Partial Upfront:** A minimum 20% deposit is required to commence work, with the balance due upon completion per Section 2.2.

Long-Term Engagements

- **Monthly Retainer:** Minimum of $550 USD (plus fees/taxes) or 150,000 Robux per month, payable in advance.

- **Revenue Share:** A negotiated percentage of game revenue (typically 5-15%), applicable if the game generates satisfactory profit and maintains an average concurrent user count (CCU) exceeding 500 over a 30-day period, as verified by Roblox analytics.

- **Milestone-Based Payments:** Payments tied to predefined project milestones (e.g., alpha release, feature completion, area completion), as agreed in writing.

3.3 Payment Conditions

Full payment (or agreed installments) must be received prior to final delivery. Late payments may incur a 5% late fee per day or result in project suspension after seven (7) days, at the Provider's discretion.

4. Project Workflow
4.1 Initial Consultation
Clients must submit project proposals via Discord direct messages (DMs), including detailed requirements, references, and objectives. The Provider will respond within 24 hours, unless otherwise notified.

4.2 Agreement and Pricing
A quotation will be provided based on project complexity, scope, and estimated duration (e.g., 1-2 weeks per task, 1-3 months for long-term projects). Both parties must agree in writing before proceeding.

4.3 Payment and Commencement
Work begins upon receipt of the deposit (if applicable) or on the agreed start date, if both exist; start at whichever is later.

4.4 Development and Updates
The Provider will provide progress updates at intervals preferred by the Client (daily, bi-daily, or weekly), delivered via video demonstrations, written reports, or both. Clients may request adjustments during development, subject to the Revision Policy (Section 5).

4.5 Delivery and Revisions
The final product is delivered as a .rbxl file or integrated into the Client's project, accompanied by revision opportunities per Section 5.

5. Revision Policy
5.1 Definitions
- **Minor Revisions:** Small adjustments (e.g., tweaking variables, adjusting timing, minor UI tweaks), included at no cost within the project time frame.
- **Major Revisions:** Fundamental changes (e.g., rewriting an AI system, adding new core mechanics), subject to additional fees based on complexity and time.

5.2 Bug Fixes
Bugs, including but not limited to sript errors, crashes, unintended behavior; reported within seven (7) days of delivery are fixed free of charge. Optimization issues are not considered bugs unless they cause functional failure.

6. Refund and Cancellation Policy
6.1 Pre-Commencement
Full refunds are available if canceled before work begins.

6.2 During Development
Partial refunds may be issued at the Provider's discretion, based on hours worked and milestones achieved (e.g., 50% refund if 50% complete). Requests must be made within seven (7) days of payment.

6.3 Post-Delivery
Refunds are unavailable unless the product exhibits critical functional deficiencies (e.g., script crashes the game, fails core agreed functionality), as verified by the Provider.

6.4 Process
All cancellations or refunds require mutual written agreement via Discord DMs.

7. Client Responsibilities
The Client agrees to:

- Provide clear, detailed project requirements via Discord DMs.

- Supply necessary assets in compatible formats when requested.

- Provide proof of permission (e.g., license screenshot, proof of ownership) for third-party assets

- Respond to Provider inquiries within 24 hours to avoid delays.

- Adhere to payment schedules.

8. Ownership and Intellectual Property Rights
8.1 Client Rights
Upon full payment, the Client receives a non-exclusive, perpetual license to use, modify, and implement the scripts in their designated Roblox project.

8.2 Restrictions
Clients may not resell, distribute, or replicate the scripts for other projects without written consent.

8.3 Provider Rights
The Provider retains the right to showcase completed work in a portfolio (credited as "Scripted by ropox") unless a non-disclosure agreement (NDA) is in place.

8.4 NDA Process
If a non-disclosure agreement is required, the Client must provide a template for review. The NDA will be executed by the Provider's legal guardian, as the Provider is under the age of contract.

9. Confidentiality and Data Protection
9.1 Confidentiality
The Provider will maintain the confidentiality of Client information and project details, using them solely for the commission. An NDA may be signed upon the Client's request.

9.2 Data Retention
Project files and contact information are retained indefinitely for record-keeping unless the Client requests deletion in writing.

10. Agreement and Amendments
10.1 Acceptance
Commissioning the Services constitutes acceptance of these Terms.

10.2 Amendments
Updates to these Terms will be communicated via Discord DMs or as requested by the Client, with a 7-day notice period before taking effect.

10.3 Force Majeure

The Provider is not liable for delays due to unforeseen events (e.g., illness, internet outages, natural disasters), and deadlines will be adjusted accordingly.

11. Liability

The Provider is not liable for game bans, Roblox policy violations, creator takedowns, or other issues arising from the Client's use of the scripts. The Provider's liability is limited to the amount paid for the Services.

12. Contact

For inquiries or clarifications, contact the Provider via Discord DMs. The Provider is committed to delivering high-quality Roblox scripting solutions and ensuring Client satisfaction.