

Developer / Work-for-Hire Agreement

Gaming, Esports & Digital Entertainment

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This guide explains what the tool produces, how to use the output, and what to watch for. The actual output (draft/report) is generated on the tool page.

Background

Drafts a development/work-for-hire agreement with discrete terms — scope, deliverables/milestones, fees, IP assignment, confidentiality and timelines — for hiring a dev, artist or outsourcing studio. Use it to contract game work. Fill each term separately.

Purpose of this tool & output

Contract a developer, artist or studio

How the output is used

Use the draft to contract a developer, artist or studio on work-for-hire terms — scope, IP assignment, milestones and payment — reviewed by a lawyer.

Who receives it

The agreement is between you (the commissioning party) and the developer/artist/studio; each keeps a signed copy.

Fees & charges

Stamp duty per your state stamp act; GST is handled in invoicing.

Who should vet it

A lawyer, to check the IP-assignment, milestone and liability clauses so the IP clearly vests in you.

Important cautions

Template for guidance, not legal advice. Clean IP assignment on payment is essential so the client fully owns the game assets/code — a common costly gap. Define acceptance and source-handover clearly. Have a lawyer review before signing.

Companion documents

- Game Publishing Agreement Review
- Esports Player Contract
- Streamer / Creator Agreement
- Gaming Sponsorship Agreement
- Game IP Licensing Agreement
- Gaming NDA & IP Protection Agreement

This is AI-assisted guidance. Verify with a qualified professional before any binding decision. Fees, authorities and processes vary by state and change over time — confirm with your state authority.