TechVipers – Terms and Conditions

Please read these Terms and Conditions ("Terms", "Terms and Conditions") carefully before using. Your access to and use of the Service is conditioned on your acceptance of and compliance with these Terms. These Terms apply to all visitors, users and others who access or use the Service.

By accessing or using the Service, you agree to be bound by these Terms. If you disagree with any part of the terms then you may not access the Service.

Accounts

When you create an account with us, you must provide us with information that is accurate, complete, and current at all times. Failure to do so constitutes a breach of the Terms, which may result in immediate termination of your account on our Service.

You are responsible for safeguarding the password that you use to access the Service and for any activities or actions under your password, whether your password is with our Service or a third-party service.

You agree not to disclose your password to any third party. You must notify us immediately upon becoming aware of any breach of security or unauthorized use of your account.

Conditions

Customers

1. Customer can make changes only during the design phase. Once customer accepts the design, the team will move on towards development phase. In development phase, no changes can be made (Some UI changes can be customized if it not affect the architecture and the flow)
2. In case of important change during development phase, customer may be charged according to the time taken to update the changes. Most of the time, the development

time will be increased instead of charging. In case of severe architectural change, customer should be charged.
3. Customer can't interact with any developer without the knowledge of Team Leader and any one of the people in the core team (Refer core team section on the main page).
4. Customer should be loyal and obey the ethics of software engineering process.
5. Customer shouldn't force any of the developer (and/or) team to complete before the deadline. Customer need to wait until the deadline.

Employees

1. Employees should actively learn anything related to software engineering.
2. Employees should obey the price sharing as per the company norms. No employee has a right to force anyone to increase the salary.
3. Employees should have to submit at least 2 projects on their domain (or) submit any Proof Of Concept (POC) to start working on real time projects. Until that they can learn as an employee of the company.
4. No one should be arrogant to any other developer. Priorities depend on their working posts.
5. No employee can work unofficially on a project to a client which is previously done by our company. There is no restriction to work unofficially for a client in different project (But it is not advisable. Working officially will help our company to grow (i.e., people working in the company will grow).
6. An Employee should inform before leaving/pausing a project to respective Team Lead and one of the people In the core team).
7. Employees should be humble to the customers.

Termination

We may terminate or suspend access to our Service immediately, without prior notice or liability, for any reason whatsoever, including without limitation if you breach the Terms.

All provisions of the Terms which by their nature should survive termination shall survive termination, including, without limitation, ownership provisions, warranty disclaimers, indemnity and limitations of liability.

We may terminate or suspend your account immediately, without prior notice or liability, for any reason whatsoever, including without limitation if you breach the Terms.

Upon termination, your right to use the Service will immediately cease. If you wish to terminate your account, you may simply discontinue using the Service.

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