BGA terms & conditions for developers

Art. 1 (BGA) :

Board Game Arena (BGA) offers, through the website http://boardgamearena.com, the possibility to play board games online.

Art. 2 (developers) :

BGA allows registered developers from the community to develop online versions of board games on this website, using the BGA framework, through the "BGA Studio" development platform.

Developer registration requires the following information:
- the developer's user name to be used on "BGA Studio";
- the developer's real name;
- the developer's email address;
- the developer's postal address.

Art. 3 (development):

Development of a game can be started only if a licence agreement has been received from the publisher and/or other appropriate copyright holders.

For games in the public domain or not yet published, development requires approval from the BGA site administrators.

Art. 4 (access):

BGA can't (and thus, doesn't) guarantee continued access to the development platform over time.

BGA can suspend or revoke access to the platform at any time, for any or all developers.

Art. 5 (publishing):

BGA can't (and thus, doesn't) guarantee that developed games will get published.

The decision to publish a game will be taken by the BGA site administrators, preferably after testing with the developer, publisher and/or author(s) of the game if they are available.

BGA can also discontinue the publication of a game at any time, especially upon request of the publisher or other appropriate copyright holders.

Art. 6.a (about the code):

Developers accessing the platform agree that their code:
- can be used on BGA to run the game, with no limitations whatsoever;
- can be modified by BGA site administrators to fit the purpose of the site, to fix bugs or in the purpose of re-factoring;
- can be freely reused and adapted by developers for other games on the BGA studio platform.

BGA will give credit to the developer of a published game through the game description page, by referencing his BGA user name and his real name, unless the developer explicitly requests anonymity.

Developers can also publish the code they contributed under any licence they have an interest in, as long as they include the following mention as a code comment:
"This code has been produced on the BGA studio platform for use on http://boardgamearena.com".

Art. 6.b (about game assets):

All rights on the idea and graphics of a game stay with the licensor and author(s) respectively.

Developers accessing the platform agree to keep confidential (not communicate to any third party) and to use only for the purpose of adapting the game all assets provided either directly by the publisher or by BGA on account of the publisher.

In particular, developers choosing to publish their code or to set up an external repository to host their code should not include any of these assets.

Art. 7 (please do not break):

Developers accessing the platform agree not to try to obtain privileged access beyond what they are granted, and not to release or publish the code or structure of the framework they are given access to.

They agree not to purposefully try to strain or break the platform, and to report any security hole they might stumble upon to the BGA administrators.