



**Tessa Labs Pvt Ltd**

Premium digital product and growth company

— COMMERCIAL SCOPE DOCUMENT

# Product Build Scope Document

This document explains the fixed Product Build plan in operational detail so the client understands exactly what is included, how scope is controlled, how infrastructure is handled, and what is intentionally outside version one.

Product Build

8-12 weeks

Client-facing scope and pricing document

FIXED PLAN PRICE

**₹6,80,000**

one-time + GST @ 18%

BEST FOR

Businesses validating a product, replacing manual workflows, launching a portal, or shipping a Flutter MVP.

TIMELINE

8-12 weeks

PAYMENT

40% to start, 30% after UX approval, 20% after build review, 10% before launch

## Core inclusions and immediate exclusions

### Included in the plan price

- Discovery workshop and product scope
- Workflow mapping and UX direction
- Design system and premium product UI
- Focused MVP feature scope
- Responsive web app or Flutter MVP implementation
- Authentication and product foundation
- Core admin or management layer
- QA, testing, and launch support
- 2 structured revision rounds
- 21 days post-launch support

### Explicitly outside this plan

- Native iOS / Android apps
- Large enterprise integrations
- Complex billing or marketplace logic
- Ongoing content or campaign execution

## Discovery, scope, and product thinking

### Discovery workshop

One structured workshop or working session to define users, workflows, priorities, and the version one boundary. This is where scope is deliberately narrowed rather than inflated.

### Workflow and UX mapping

Core user journeys are defined before implementation so the product is built around actual use, not around disconnected screens.

### Version one scope lock

The plan covers a fixed MVP scope with the agreed workflows. Additional modules or materially expanded functionality move into add-ons or a separate phase.

## Design and implementation

### **Design system and interface direction**

The product gets a coherent visual and interaction system suitable for a first real release. This is not only a UI mockup exercise; it is tied directly to implementation.

### **Responsive web app or Flutter MVP**

The plan covers one agreed delivery format: a responsive web app or a Flutter MVP, based on the commercial fit defined at kickoff.

### **Authentication foundation**

Login/access foundation, protected routes, and basic role-aware behavior are included where required by the agreed workflow.

### **Admin or management layer**

Where relevant to the product, a core management/admin layer is included for internal control of the agreed workflows.

### **QA and release preparation**

Testing, workflow validation, and release support are included for the agreed version one scope. This does not equal enterprise-grade test coverage across every possible future scenario.

## What is not part of this plan

### **No native mobile build unless separately agreed**

If the delivery format is responsive web, native iOS/Android work is not included. If the delivery format is Flutter, native custom modules outside the agreed app scope are not included.

### **No large enterprise integration layer by default**

Complex ERP, finance, marketplace, billing, or custom vendor ecosystem integrations are not assumed inside the base plan.

### **No unlimited feature creep**

New workflows, major user roles, heavy reporting expansions, and additional modules after scope lock are not treated as normal revisions.

## Included items explained with real examples

### Discovery workshop and product scope

We define what the first version must do, who will use it, and what should be intentionally left out of v1.

#### EXAMPLE

For a client portal, this may include login, file access, status tracking, and admin updates while leaving advanced reporting for phase two.

### Focused MVP feature scope

The package covers the essential workflows needed to make version one usable, without pretending the first release needs every feature the business may eventually want.

#### EXAMPLE

That may include login, dashboard, core task flow, admin review, settings, and reporting foundations across web or Flutter.

### Responsive web app or Flutter MVP implementation

We build the first product version in the format that fits the business best, whether that is a browser-based product or a cross-platform Flutter app.

#### EXAMPLE

A founder may choose a responsive web dashboard for admin teams, while a customer-facing product may launch first as a Flutter app for iOS and Android.

## **Authentication and product foundation**

We set up the baseline structure required for a real product environment so the build is not held together by temporary shortcuts from day one.

### **EXAMPLE**

User access, protected routes, dashboard layout, and role-aware sections.

## **Core admin or management layer**

This gives your team a way to manage product content or user workflows without touching code.

### **EXAMPLE**

Internal staff may update statuses, manage leads, or review submissions from one admin area.

## **QA, testing, and launch support**

We do structured testing before release so the first launch is stable, not rushed.

### **EXAMPLE**

Cross-device checks, form testing, access flow testing, and launch-day issue handling.

## How delivery moves

### Week 1 to 2

Discovery, workflow definition, scope lock, and solution direction.

### Week 2 to 4

Wireframes, UI direction, and product-level approval on the core workflow design.

### Week 4 to 9

Implementation of the agreed version one scope with iterative internal reviews.

### Week 9 to 12

Final QA, structured revision rounds, deployment support, and release preparation.

## Revision boundaries

### Included revision rounds

Two structured revision rounds are included around agreed workflow and interface decisions. This is not an unlimited backlog of new product ideas.

### Scope changes

New modules, larger permissions logic, additional workflows, deeper integrations, or product direction changes after approvals are separately priced.

## Hosting, domains, servers, and recurring costs

### Server and hosting

- Initial deployment setup is included.
- Ongoing server or hosting bills are not included in the project price.
- For product builds, hosting may use Vercel, a VPS, cloud infrastructure, or app-store-ready backend services depending on the architecture.
- We recommend the right stack, but the recurring infrastructure account should ideally belong to the client.

### Domain and third-party services

- Domain charges are billed separately at actual cost.
- For Flutter apps, Apple Developer and Google Play account fees are also billed separately to the client.
- Any third-party tools like email, file storage, maps, analytics, or auth providers are billed separately by their providers.
- We can connect these during build, but subscriptions themselves are not included.

### Maintenance and support

- 21 days of post-launch support is included.
- Optional product maintenance retainer starts at ₹35,000 / month.
- This can cover bug fixes, small improvements, monitoring, and deployment support.

## What the client needs to provide

### Product decisions

A clear decision-maker is required for feature priorities, workflow direction, user roles, and release decisions.

### Existing systems or data

Any existing APIs, data models, branding assets, operational rules, and access credentials required for the agreed build must be provided by the client.

## Post-launch support

### Support window

21 days of post-launch support are included for bug handling and reasonable stabilization within the delivered scope.

### Long-term maintenance

Ongoing maintenance is not bundled permanently. It moves into the product maintenance retainer or a separate agreement after the support window.

### App store review timing

If the project includes a Flutter app, app-store approval timing is not guaranteed because review decisions remain with Apple and Google.

## What clients usually ask after reading the plan

### What we need from you

- Fast decisions on scope, user flows, and priorities so version one does not grow into version three halfway through the project.
- Access to any existing systems, APIs, data, or brand assets required for the agreed product scope.
- A named decision-maker on your side. Product projects slow down quickly when every screen needs five approvals.

### What you own after launch

- The agreed product codebase and design work prepared for the project are handed over as part of delivery.
- Hosting accounts, app-store accounts, domains, and third-party subscriptions should ideally remain in the client's ownership from day one.

### What this plan does not promise

- App-store approval timelines are not guaranteed because Apple and Google review on their own schedule.
- Unlimited product revisions, new modules outside scope, or enterprise-grade integration depth are not included unless separately priced.

## Ownership and infrastructure

### Hosting and servers

Initial deployment support is included. Ongoing hosting or server bills are not included in the plan price and should ideally remain in the client account.

### Domains and external services

Domains, storage tools, auth providers, analytics tools, maps, email systems, and similar third-party services are billed separately by their vendors.

### App store accounts

Apple Developer and Google Play account fees are billed separately and are ideally owned by the client from the start.

### Codebase delivery

The agreed version one codebase and related project assets are delivered as part of the final handover under the project terms.

## Why this costs more than a generic deliverables package

AI can scaffold screens and boilerplate. It still does not know which workflows matter, what version one should leave out, or which shortcut will become a six-month headache.

Premium product work is priced around scope clarity, systems thinking, and launch risk. Bugs and bad decisions are both expensive; only one looks cheaper at the start.

You are paying for a product that can be used, managed, extended, and trusted. That is very different from paying for a pile of attractive screens that merely resembles software.

## Additional scope that is commonly requested later

### Additional product module

₹90,000

A module means more than another screen. It usually means more states, more logic, more QA, and more ways things can quietly break if rushed.

### Advanced role permissions

₹60,000

Permission logic always sounds small until someone needs three user types, two approval levels, and one audit trail they forgot to mention earlier.

### API or third-party integration

₹45,000+

Integrations are priced separately because each one brings its own logic, edge cases, failure states, and testing overhead. The screen usually looks simple. The part behind it usually is not.

### App store submission support

₹35,000

Shipping a Flutter app is one thing. Preparing store assets, submission details, and dealing with review requirements is the part people magically remember at the end.

### Product maintenance retainer

from ₹35,000 / month

Shipping is the beginning. After launch, someone still has to own bugs, updates, deployments, and the consequences of real users behaving like real users.

## Commercial terms

### Price and tax

Plan price is fixed at ₹6,80,000. GST @ 18% is billed additionally where applicable.

### Payment schedule

40% to start, 30% after UX approval, 20% after build review, and 10% before launch or final delivery.

### Refunds

Kickoff payments are non-refundable once work begins. Completed discovery, design, engineering, and review work remain billable if the project is stopped midway.

### Delay handling

Delays in payments, approvals, client inputs, or technical access move the delivery schedule accordingly. Repeated pauses can require timeline rescheduling.

### Tessa Labs Pvt Ltd

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This document is intended to keep pricing, scope, and delivery expectations explicit before work begins. If scope changes materially, the plan is revised before execution continues.