Jcary.dev

Terms of Service

DEFINITIONS

- Agreement, Contract
  - This document.
- Official Website, "the website"
  - The website located at "https://jcary.dev"
- Service Provider, Staff, "We", "Us"
  - The developers of jcary.dev.
- Product
  - Anything listed under Article 2
- License
  - An authorization issued by the Service Provider allowing the use of our software.
- Discord
  - The company Discord Inc.
- Discord Terms
  - The collection of rules, guidelines, and regulations according to Discord.
- Roblox
  - The company Roblox Corporation
- Roblox Terms
  - The collection of rules, guidelines, and regulations according to Roblox.
- Blacklist
  - The revocation of a license and (or) removal of access to any product the Staff decide. This can also remove this person from being in any database We own, and prevent them from being added back in until the Blacklist is removed from a 100% approval Staff vote.
- Customer
  - The person requesting a new Product to be made specifically for them.

Article 1: Disclaimer

This Contract may change at any time, all users will receive a notice at the time of change, all changes will take effect immediately.

Article 2: Products

2.1: Products

- Anything created under the Roblox group Wolfs Production.
- The Discord bot with the user ID of 1044849177051533334.

- The Discord bot with the user ID of 828469311063457805.
- The Discord bot with the user ID of 674061260429459486.
- Discord webhook proxy under the website.

2.2: Changing Customer Ownership

If a Customer is no longer in a position to manage a product the next available person with permissions to manage the asset will be used.

Article 3: Discord bots

Any Product with the key words "Discord bot".

3.1: Creation

All Discord bot will be created by the Service Provider. All code will be made available to the Customer or anyone they approve, but may not be copied or used beyond the Customer or the intended servers.

3.2: Ownership

3.2.1: Discord bot

The Discord bot will be owned by Us, the bot token will not be accessible to any Customers.

3.2.2: Databases

Databases will originally be created by Us, but if you choose to create your own you may do so. Any database keys must be sent to Staff to update the bot. All data is subject to Staff manipulation, but will only be done when needed. Logs of Staff manipulation will be held if the Customer has any questions.

3.2.3: Hosting

All hosting will be done by the Service Provider on a free server. If you choose to have a paid server you must create it yourself and pay for it yourself, all paid servers must be accessible to the Service Provider to maintain. If your free servers begin running too much where it begins requesting money the bot will be shut down until the Customer pays for a paid server to run the bot or databases.

3.3: Invitation

Discord requires all Discord bots to be invited to a server by either the server's owner or someone with permission to invite it. For security We will not invite any bot to a server for you unless the server ID is "819312055508533258", which all bots will be in no matter what. Upon creation of your bot an invite link will be sent to the Customer, it is then their job to put it wherever they need it. By inviting the bot to your server you are agreeing to this Contract.

3.4: Regulations

All Discord bot will follow Discord Terms, if you request something breaking those terms your request may be denied.

Article 4: Roblox Assets

Roblox assets are anything created under the Roblox group [Wolfs Production](#). By using these assets you are agreeing to this Contract

4.1: Open Source

An Open Source asset is anything that is completely free for people to buy. All code is public and will never be hidden. Copying or reselling will lead to a DMCA.

4.2: Custom Assets

A Custom Asset is anything created for a singular Customer or a Roblox group. These may be paid or free.

4.2.1: Paid Assets

Payment will always be done through PayPal Holdings, Inc. or using Roblox robux. Upon payment confirmation the asset will be sent directly to the Customer in either a .rbxl, .rbxm, or .rbx file type. Reselling or copying these assets in any way will lead to a DMCA.

4.2.2: Free Assets

Upon creation these assets will be sent directly to the Customer in either a .rbxl, .rbxm, or .rbx file type. Reselling or copying these assets in any way will lead to a DMCA.

4.2.3: Donation Assets

These are assets given to a particular person or group, these assets will always be sent as a .rbxl, .rbxm, .rbx file type, or put directly into a user's or group's game. These assets do not have any rules on copying and will never be taken back. These assets may not be logged of their creation.

Article 5: Roblox-Discord Verification

This is for any form of verification that saves your Roblox and Discord User IDs.

5.1: Creation

A verification will never be done without approval of the verifier. By running any command directly labeled as Verification or verify you agree to this Contract. The only data saved for verifications is your Discord user ID and Roblox user ID.

5.2: Methods

Verification methods

5.2.1: Roblox game

Verification through joining the Roblox game linked at Roblox.com. This game provides you an encoded string which you then place into the verification command.

5.2.2: Roblox Oauth2

Verification through being directed to Roblox's Oauth2 systems to verify your account, in this process your URL is given an encoded secret called a Json Web Token. Once Roblox verified your account you are redirected to the website where the encoded URL is read.

5.3: Reading Verification

Verification data will never be made public and will be kept in a singular database throughout all assets requiring it. Staff who have access to this database however may read but not openly distribute data.

5.4: Changing Verification

All systems using this verification system will allow you to change how you are verified through the same command you originally used to verify.

5.5: Deleting Verification

To request a deletion of your verification data you must Email tos@jcary.dev with your Discord user ID or Roblox user ID.

Article 6: Blacklists

A Blacklist is the revocation of a license and (or) removal of access to any product the Staff decide. This can also remove this person from being in any database We own, and prevent them from being added back in until the Blacklist is removed from a 100% approval Staff vote.

6.1: Why

Blacklists can be given out for any reason, but must obtain a 100% approval vote from all Staff.

6.2: Removal

Removing a blacklist is quite hard, so you must send an Email to tos@jcary.dev with the reason you should be unblacklisted. Staff will then vote, the vote must have 100% approval.

6.3: Restrictions

While blacklisted you can have many restrictions, these restrictions will be done at the Staff's discretion.

6.4: Am I blacklisted?

To know whether you are blacklisted or not you may either DM minecraft2fun on Discord or Email tos@jcary.dev.

Article 7: Closing

Any questions, or concerns may be sent to tos@jcary.dev or minecraft2fun on Discord.