

BUYER'S CHECKLIST

12 questions to ask a dev studio

Before you sign anything. Honest studios answer all twelve without flinching — evasive ones tell you what you need to know.

SCOPE & PRICE

- 1 What's in the fixed-scope first phase — and what isn't?**
Prevents the scope surprises that blow up budgets.
- 2 What drives the price up or down on a project like mine?**
Reveals whether they actually understand cost.
- 3 What's your estimate range, and what pushes us to the top of it?**
Honest studios give ranges, not a single magic number.

PROCESS & COMMUNICATION

- 4 How often will I see working software, not slides?**
'Every sprint' is the right answer.
- 5 Do I talk to the person building it, or an account manager?**
Fewer layers, fewer things lost in translation.
- 6 How do you handle changes mid-project?**
There should be a calm, clear process — not drama.

OWNERSHIP & RISK

- 7 Do I own the code and IP from day one?**
The only acceptable answer is yes.
- 8 Where does the code live and how do I get it?**
No lock-in, ever — you should have access throughout.
- 9 What happens if we part ways mid-project?**
A good studio has already thought this through.

AFTER LAUNCH

- 10 What does support and maintenance cost per year?**
Budget roughly 15–20% of the build cost.
- 11 Could another team pick this up later?**
A standard stack plus docs means yes.
- 12 Can we start small and expand on results?**
Phased beats big-bang — and de-risks your spend.

Want straight answers to all 12?

Ask us. You'll also get a scope, timeline and price range within 1 business day. No pitch, no pressure.

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