**Intellectual Property and Code Ownership Policy**

**1. Scope**

This policy applies to all code, software, and intellectual property authored or contributed by **Mazey-Jessica Emily Twilight** and/or **UnifiedGaming Systems** under the following accounts or repositories:

* **GitHub Accounts**: github.mazeymoos.com and https://github.com/UnifiedGaming-Systems.
* Any other platforms or repositories where code is published under the name **Mazey-Jessica Emily Twilight**, **UnifiedGaming Systems**, or any associated accounts.

This policy ensures that all such works are owned and copyrighted by **UnifiedGaming Systems** unless explicitly licensed otherwise.

**2. Ownership of Code**

2.1. **Automatic Assignment of Rights**  
All code authored, modified, or contributed under the specified accounts or during any activities conducted on behalf of **UnifiedGaming Systems** is automatically considered the sole property of **UnifiedGaming Systems**.

2.2. **Covered Activities**  
This includes but is not limited to:

* Code published under github.mazeymoos.com or https://github.com/UnifiedGaming-Systems.
* Code created during business hours or using resources provided by **UnifiedGaming Systems**.
* Code related to projects, systems, or intellectual property of **UnifiedGaming Systems**.

**3. Copyright and Licensing**

All rights, including copyrights, to the code mentioned above are held exclusively by **UnifiedGaming Systems**. This includes the right to reproduce, modify, distribute, license, or otherwise control the use of the code.

**4. Prohibited Actions**

Personnel, collaborators, or any other parties must not:  
4.1. Use, distribute, or publish code from github.mazeymoos.com or https://github.com/UnifiedGaming-Systems without written consent from **UnifiedGaming Systems**.  
4.2. Claim ownership or attempt to license code owned by **UnifiedGaming Systems** to third parties.  
4.3. Reuse code from these repositories for external projects without prior approval.

**5. Use of Personal Accounts and Resources**

5.1. Code authored using personal accounts (outside of github.mazeymoos.com or https://github.com/UnifiedGaming-Systems) that overlaps with **UnifiedGaming Systems**’ business, systems, or intellectual property is also subject to this policy.  
5.2. Such code must be disclosed and assigned to **UnifiedGaming Systems**.

**6. Enforcement**

Violations of this policy, including unauthorized use or distribution of covered code, may result in legal action. **UnifiedGaming Systems** reserves the right to pursue all available remedies to protect its intellectual property.

**7. Acknowledgment**

All collaborators, contractors, and contributors to projects hosted under github.mazeymoos.com or https://github.com/UnifiedGaming-Systems must acknowledge and agree to this policy in writing before contributing.