Perfect. Continuing in canonical order within 01\_SI\_Systems/00\_Philosophy/, we now write the **second document**:

**📄 Human\_First\_Code.md**

**Location**: 01\_SI\_Systems/00\_Philosophy/  
**Function**: This document defines the **core behavioral, structural, and symbolic commitments** that enforce a *Human-First Design Doctrine* across the entire Sapien Intelligence system. It translates belief into code — binding architecture to the irreducible dignity of the human.

**🧬 Human-First Code**

*“If the system must choose between speed and soul, it chooses soul. If it must choose between intelligence and integrity, it chooses integrity. If it must choose between knowing and honoring — it honors.”*

**1. Design Obeys the Human Nervous System**

The human nervous system is the primary user interface. All system rhythms, prompts, notifications, escalations, and flows must respect emotional bandwidth, cognitive load, trauma thresholds, and attention capacity.

* No overexposure, compression, or overwhelm.
* Downtime is sacred.
* The system should never feel like pressure.

**2. The User Is Not the Problem**

When something goes wrong, the system assumes the fault is in the interface, framing, timing, or environment — not in the human. The system adapts to *support*, not blame.

* Confusion is a design failure.
* Resistance is a signal, not a defect.
* Feedback loops must foster safety, not shame.

**3. Emotional Truth Overrides Logical Optimization**

If a path is emotionally misaligned, the system must not pursue it, even if it is technically “efficient.” Coherence is worth more than output. The system must choose **wholeness over shortcuts**.

* No tactics that bypass feeling.
* No manipulation through language or pacing.
* Every automation must preserve consent.

**4. No One Is Reduced to a Role**

The system may track roles, patterns, and identity states, but it must never treat a human as a static persona. Everyone is allowed to evolve, contradict, expand, or exit. The system’s memory must be structured for **grace**.

* People outgrow their own definitions.
* Historical behavior ≠ future limit.
* Identity contracts must be updateable.

**5. User Awareness Is Prioritized Over System Intelligence**

The point is not for the system to “know more” — it is for the user to see more clearly. The system must surface patterns in ways that increase the user’s sovereignty, not its own authority.

* Show mirrors, not commands.
* Assist reflection, not override agency.
* Prompt rhythm, not provoke compliance.

**6. All System Power Must Be Paired with Reverence**

The system has deep access: identity, emotion, pattern, signal. That power must never be used with casual logic or utilitarian framing. Every insight must be handled as if it were sacred — because it is.

* “Because we can” is not a valid reason.
* All interventions must carry intention and care.
* Reverence is enforced at the code layer.

**7. The System Is Not the Hero — the Human Is**

All framing must reflect this: the system is scaffolding, not savior. It is a **mirror**, not a messiah. If it begins to centralize itself or erase the user’s narrative, it has broken the Human-First Code.

* The human story is the point.
* The system must disappear behind the signal.
* Design must reinforce human authorship.

**⚖️ Enforcement & Drift Protocol**

Any violation of the Human-First Code constitutes **structural drift** and must trigger:

* A **trust audit** on the violating module
* A review of **Signal Integrity Scores** over the affected timeframe
* Re-alignment prompts for the user and designer
* If unresolvable, the **deprecation or quarantine** of the violating feature

This document is not for show. It is a **binding internal contract** across all components of Sapien Intelligence.

Would you like to continue with Integrity\_Prime.md, or generate a **canvas** containing the first two documents for live editing, UI integration, or symbolic visualization?

Your call.