gammasynth

CODE OF ETHICS

Gammasynth is a software and video game company based in Texas, United States.

Gammasynth is a Company that submits to God.

This document, *The Gammasynth Code of Ethics*, contains articles outlining our determinations as guidelines, regarding the company's internal operations revolving around the development of software, or video games, in hopes to achieve useful functional products and/or services, while minimizing risks and potential problems, and to do so in optimal and efficient environments.

The reason for the implementation of this document is not only for the intended benefit of those involved in company operations, but also for the benefit of potential software users and/or customers.

GAMMASYNTH CODE OF ETHICS
EDITION 2.0
-
FORBIDDEN 7, 1447 AH
JULY 2, 2025 AD

Article 1 | Good Software

terms: video game and software are used interchangeably, because video games are software.

1a) **Utility Over Monetization**

A software should be useful.

A software developed or endorsed by the company should adhere to this document.

1b) **Downloadable Content & In-App Purchases**

terms: (DLC – Downloadable Content) | (IAP – In-App Purchase)

1b.1) *Decorative DLCs & IAPs in software.*

If a DLC or IAP implements new functionality, or changes existing functionality, it should not label or market itself as decorative or the like of 'aesthetic' product or item branding.

1b.2) *Purchasable Functional DLCs & IAPs in software.*

A purchasable/paid DLC or IAP that adds functionality to a software should not unbalance a multi-user experience for a user to inequitably engage with another user who does not have the same DLC or IAP.

A software that is functionally pertinent to immediate real-world physical utility should not inhibit its physical utility in order to coerce a user to purchase a DLC or IAP, for example, an IAP that removes a hindrance.

1b.3) *Purchasable DLCs / IAPs in software.*

Caution and implementation of purchase limitations should be in place if a software utilizes a sort of consumable IAP or DLC, such as an in-app (or in-game) currency, to help protect users from accidental or unintended user purchases.

DLCs & IAPs that have a monetary cost should clearly inform the user what is or should be included within said DLC or IAP prior to the actual user purchase; Caution should be exercised if implementing consumable in-app currencies or randomization within the content of purchased items as to ensure an avoidance to any similarity to gambling. See Article 2f.1

1c) **Advertisements and Ad Mediation**

terms: Ad Mediation – partnering and platforming between apps and advertisers

1c.1) *Advertiser and Ad Mediation partnership eligibility.*

A software that propagates the display of advertisements, regardless if for monetization or not, should not display nor endorse advertisements that go against the outlines of this document.

1c.2) *Incapacitative and/or Inopportune Advertisement Usage*

A software that is functionally pertinent to immediate real-world physical utility should not inhibit its physical utility in order to coerce a user to observe/partake in the use of an advertisement, for example, a timed advertisement that prevents a user from using a tool.

1d) **User Health & Video Game Addiction**

1d.1) *Photosensitive Epilepsy Warnings*

A software that can produce flashing lights and colors should display some sort of photosensitive epilepsy warning, likely at the start of the application, to help prevent users who may suffer from the condition of Photosensitive Epilepsy from having a risk.

1d.2) *Software-specific Hardware Warnings*

If the intended use of a software may provoke risks pertaining to any hardware running the software, or to hardware intended to be used coinciding with the use of the software, proper relevant warnings should be displayed to the user or hardware owner expressly prior to possible risk-involvement during the actual use of the software.

1d.3) *Obstructions of Truth & Propagation of Conspiracies*

The use of fiction should respect the sanity of its consumers, and not aim to deceive a user into paranoia, or delude a consumer without respect or concern for their time and well-being.

1d.4) *Valuation of Time & Video Game Addiction*

A video game should reasonably scope the average intended 'sitting' playtime, if able, as to not encourage unhealthy amounts of extended sitting, screen-watching, or distraction from life.

A user may benefit from a reminder notification about their session time if they choose to use a video game for several consecutive hours without termination.

1e) <u>**Determent of Malicious Protocol**</u>

1e.1) <u>*Determent of Deceptive & Indescript Malware*</u>

A software should not intend to cause harm to a user or their possessions, without their consent. A software should not propose an obvious health risk to a user, or to bystanders near a user, without expressly providing warning to the user or owner of the software prior to its usage.

A software should not intend to cause damage, theft, loss of property, or instability, to a user, or to a user's hardware, or to data external to the software; A software should not propagate nor endorse other software that does intend such things to the best of its capacity, within reason.

1e.2) <u>*Malware-Void Disclosure Statement*</u>

The company does not develop, test, store/house, release/publish, or endorse malware.

1f) <u>**Networked Protocol Security**</u>

1f.1) <u>*Web URL Browsing Security*</u>

If an app provides the user with http(s) browsing capabilities, SSL certificates should be monitored, and a user should be warned about the lack of a certificate when attempting to visit a URL, and if the app employs the use of HTML or JavaScript, related user security protocols should be up to date.

1f.2) <u>*Multiple-Client Application Networking Security*</u>

Limitation to the types of data a user can transmit via a networked application client to another user's client should be in place in environments such as online multiplayer gaming, and caution in the available implementations of how a received transmission of data should be regarded; As to protect users against and prevent unwarranted or harmful remote-code executions.

1f.3) <u>*Publication of User-Hosted Servers*</u>

If a software provides the user with online multi-client connectivity, and allows a client to also enact a server protocol, and this server can be made public to be listed in a list of public servers, consideration of obfuscation or anonymization of the host client's IP address is likely helpful.

1g) **Child Safety & Mature Content**

1g.1) *Content Ratings & Younger Audiences*

For best practices, video games should be given a rating from ESRB (esrbratings.org) to ensure that parents & guardians of potential younger audiences may be informed about a video games content, especially if the game may contain content that may be deemed as 'mature'.

1g.2) *Content Warnings & Younger Audiences*

For best practices, video games that contain mature content should display a warning listing such content at the start of the software's runtime, to inform users, or attempt to inform parents or guardians of younger users, who may not have been informed by a content rating.

1g.3) *Online Connectivity & Disclaimer/Warning*

If a software provides a user with the capacity for online capability, a disclaimer and warning should be given as express notice to the user, to inform them of such networking functionality, and to warn of any risk related to possible connections to other clients that may be applicable.

1g.4) *Multiplayer Chat in Children's Software*

If a software is designed intending to be for children user audiences, and the software provides the user with online networking capabilities, and there is the ability to communicate or chat between clients in a multi-user connection, the system of chatting should be limited to specific predetermined text choices determined by the developer(s), text choices specifically pertinent to the users' operation and fulfillment of their use of the application, in order to prevent unwarranted online conversations between children and strangers.

A software that is intended for all ages of users, and not just children, may not need to implement this sort of limited chatting, but at the least should have some sort of moderation and protection methods for its users in networked environments.

1h) **Community Service**

1h.1) *Software Giveaways*
A software that is not free should implement a copy giveaway system for users who can't buy.

1h.2) *Charity*
If a fiscal year brings the company profit, a reasonable percentage of charity funding should be given to a reputable charity organization or put directly into community service.

Article 2 | Way Compliance & Excellence

"I testify that there are no gods, but God; And I testify that Muhammad is the Messenger of God. All praise is due to God, Lord of all that exists; Peace and blessings be upon God's Messenger."
- Steven, Operations Manager @ Gammasynth.

2a) **Respect for Reality**

2a.1) *Oneness & Truth*

If a software intends to convey information pertaining to religion, it should strictly expound only truthful information, and there should not be mixing of religious matters with falsehood/fiction.

A piece of fiction, such as a story (or lore) in a video game, should not endeavor to mock religion, or to indignify/mimic religion or venerated religious beings/symbols/legends in fantasy settings, and also should not endeavor to portray or uphold polytheism, meaning to invent or portray 'deities' or 'god-like' characters/names, as to not confuse/distract from the truth, and to not engage in or near possible related prohibited or despised matters.

Religious symbols should not be employed in fictional works, with care.

2a.2) *Mathematics |Versus| Bewitchment*

If a fantasy/fiction setting or story entails or perpetrates matters concerning 'magic',
one should exercise preventative measures when employing fictional 'portrayals of magic',
such as steering free and clear from anything related or similar in nature to 'devil worship'.

Ritualistic behavior, or the imitation thereof, intending to source or cause harm in injustice, typically involving and subsisting upon the upholding or propagation of filth, ignorance, crime, and falsehood, and in many a contemporary case: mocking of Abrahamic Religion, should not be redressed in fantasy to bewitch its consumer, procuring (or instilling the attempt to, willingly) the observer into a rabbit hole of misled curiosity pertaining to and spiraling around real world matters involving the like of 'witchcraft', 'black magic', and 'fortune telling'.

In short, a piece of fiction should not redress nor attempt to glorify blatant wickedness, such as acts of 'devil worship', 'witchcraft', 'black magic', and 'fortune telling'; Regardless of the upholder's persuasiveness as to their defending the supposed innocence of the advertisement.

If a suggested concept of 'magic' to be implemented in a fiction/fantasy is deemed to be suggestive toward or inheriting from any the aforementioned 'magicks', it should be discarded and replaced with a sensible concept/construct with pragmatic sensible value of some kind.

2b) __Image-Making__

2b.1) *"If there is no face, there is no image."*

If a character is drawn or modeled or rendered in a digital or physical medium, and it does not have details/features that constitute the efficacy of displaying a 'face', then there is no concern of the character being considered as or as having an image.

2b.2) *Reasonable Utility |Versus| Artistic Extravagance*

If a software developer deems that the implementation of a functionality is dependent upon the utilization of some kind of character, such as a sprite or texture, or 3D model or render thereof, implementation of the implied necessary character should be prioritized over obsessive care for artistic detail of said character.

One should focus on accomplishing direct fulfillment of the need that provocated the making of the character, and not prioritize artistic fidelity over functionality; And avoid making 'faces'.

2b.3) *Comments on Image-Making*

The company prefers to abstain entirely from what may be considered image-making.

Software that compiles physical data into human-interpretable imaging for practical physical utility may not be related to image-making, due to its disinvolvement of character forgery.

2c) __Music & Musical Instruments__

2c.1) *Abstention of Music*

Implementation of music in software should be abstained from or mostly avoided in order to avoid/prevent nearing to possible disliked or prohibited religious matters related to music.

2c.2) *Prohibitions of Musical Instruments*

A software can not be sold for a price if it is a musical instrument. A software should not contain promotions of musical instruments or their use due to various prohibitions.

2d) **<u>Nakedness</u>**

2d.1) <u>*Clothing and Sensibility in the Workplace*</u>

People should not expose nakedness to the visibility of other people, in the physical workplace, or in digital workspaces, such as video calls, or messaging systems.

2d.2) <u>*Portrayals of Nakedness in Representation*</u>

Photos or representations of characters should not aim to display or represent the details of nakedness, unless there is a necessary specific reason, such as medical education or treatment.

2e) **<u>Lewdness</u>**

2e.1) <u>*Sexual Harassment in the Workplace*</u>

People should not touch others in the physical workplace without consent or necessity. People employed or partnered with the company should not introduce lewdness, whether privately or publicly, to other people such as employees, partners, or consumers/customers, as to maintain a well-directed, productive, and safe working environment.

2e.2) <u>*Representations of Sex & Sexual Intercourse in Video Games*</u>

A software should not contain representations of sexual intercourse unless to expressly serve a necessary practical purpose, such as medical education or treatment.

2e.3) <u>*Lewdness in Video Games*</u>

A software should not promote promiscuity, such as detailing a character's sexual behavior, or signify, promote, or simulate fornication or lewdness.

2f) <u>**Gambling & Randomness**</u>

terms:

Gambling: The act of spending or risking property (or currency) as a stake/wager, in order to chance a winning of obtaining another property (or currency), via outcome of a random event.

2f.1) <u>*Prohibition of Gambling*</u>

A software should not intentionally implement gambling functionality for its users.
A software should not promote or endorse gambling.

2f.2) <u>*Gambling-Free Disclosure Statement*</u>

The company does not profit from, nor develop/endorse software for, nor endorse gambling.

2f.3) <u>*Prohibition of Nard*</u>

A software should not implement or endorse Nard.
A software should not implement or endorse Backgammon, due to being identical to Nard.

2f.4) <u>*Backgammon-Free Disclosure Statement*</u>

The company does not endorse the playing of Backgammon.

2f.5) <u>*Permissibility of Playing Cards, Chess, and Multi-Sided Dice*</u>

Due to an apparent widespread confusion, the spreading of said confusion, and also due to misleading and indiscerning "legal rulings" from contemporary religious scholars and/or committees, an address toward the lack of any prohibition regarding playing cards, chess, and dice appears necessary.

Dice, usually meaning 6-sided marked cubes used as a tool to produce quantized random events, regardless of their side count, have not been prohibited by a religious authority; There has been misinformation spread around this matter, due to mistranslations of the word "Nard" as "dice" instead of "backgammon", as well as misappropriation of the gambling prohibition.

Misinterpretations of a specific narration from a certain religious leader may confuse one into thinking that this leader had prohibited chess with a statement they made, when they only asked a question about the "statues" on the chess board, albeit in a concerning way.

No religious authority has prohibited playing cards; Many card games do not involve gambling.

2g) **<u>Wine & Intoxicants</u>**

2g.1) *<u>Prohibition of Wine & Intoxicants</u>*

A product should not promote nor endorse the production, trade, or use of wine or intoxicants.

2g.2) *<u>Anti-Intoxicant Disclosure Statement</u>*

The company does not endorse agricultural framework related to the production of intoxicants.

The company does not endorse the production, storage, delivery, sale, purchase, carrying, pouring, or drinking or intake of wine or other intoxicant.

2h) **<u>Obscene Language</u>**

2h.1) *<u>Language Moderation</u>*

A product should not propagate, promote, or endorse the use of foul and obscene language, a warning should be given to the user prior to such language if it does intentionally occur.

If a software provides online multi-user connectivity and chatting between users, a layer of protection from exposure to possible foul language, even if optional, should be available for the user, even if only by giving the user an option to disable such functionality as chatting.

<u>Comments on related religious jurisprudence matters</u>

All praise is due to God, our Lord,
we ask Him to guide us, the believers, and to bless us with righteous work.
Success only comes from God, our Lord.

The aforementioned articles in this section (2) regarding excellence in operation & avid compliance to The Way (to water) is my commentary deriving from religious jurisprudence matters related to topics we either engage near during our operations, or topics that we combat and stand against within the software industry. The related uncited religious jurisprudence rulings for each article within article 2 are sourced only from Quran and authenticated narrations of God's Messenger (ﷺ) and his companions, with as much disregard as possible for any and all extrapolated convolution that is found too commonly in contemporary internet-based 'scholarly' or 'authoritative' religious information platforms. Citations were skipped due to the lack of quotations.

- Steven, Operations Manager @ Gammasynth

Article 3 | Propaganda

3a) *Prevention of Propagation of Propaganda*

Products should not endorse, promote, or propagate propaganda or political ideals that uphold or normalize imperialist, racist, or sexualized themes or values including artificial genders.

3b) *Political Advertising*

No product should be designed with the intention of it having a political influence on people, such as convincing users of the product to vote for one law or representative over another, unless completely unbiased and truthful.

3d) *Prevention of Generally Harmful Influences*

No product should ever be designed with the intention of it having an influence on its users that unquestionably prompts the user to do something harmful or dangerous, to themselves, other people, creatures, or the environment.

Article 4 | Individual Integrity

4a) *Common Sense Behavior*

Company employees and partners should treat others with respect, integrity, honesty, and patience, reasonably, as to keep a healthy positive working environment and company image.

4b) *Racism*

Explicit racism and racist behavior is not acceptable.

4c) *Patience & Politeness*

Treating someone poorly because of their binary gender, disability, race, nationality, or genuine lack of intelligence or lack of capability is not acceptable.

- END OF DOCUMENT -
-
SOFTWARE USE DISCLAIMER

The company is not responsible for any outcome that may occur from any use of a software.