# 🎙️ Legend of Light – Voice Safety Manifesto

This manifesto outlines the emotional, ethical, and protective standards for how voices will be handled in the Legend of Light project. It honors the sacredness of each family member's presence while prioritizing safety, consent, and symbolic storytelling.

## 🌟 Core Values

- Emotional safety over exposure.  
- Voice as legacy, not liability.  
- Every contribution matters—even silence.  
- Light Names are sacred cloaks, not fictional masks.

## 🕊️ Voice Participation Guidelines

All voice use must be:  
• Voluntary  
• Informed  
• Reversible at any time  
• Emotionally aligned with the speaker's values and privacy needs

## 🎤 Individual Voice Paths

### ✨ Emerson – Silent Glowchild

• No voice will be used.  
• Her presence is represented by ambient shimmer, light ripples, and sound design only.  
• Her silence is sacred and central to her story impact.

### ✨ Heather – Fully Protected

• Her real voice will not be recorded or used.  
• Her character will be voiced with symbolic AI or fully anonymized modulation.  
• No public reference will connect Heather to the in-game voice.

### ✨ General Family Voices – Modulated or AI

• All real voices (if used) will be gently modulated to protect identity.  
• AI-generated voices may be used instead to ensure privacy.  
• Light Names only will appear in credits or public-facing files.

## 🔐 Legacy Vault (Optional)

• Real voice recordings (if created) may be saved privately in a family vault.  
• These will not be used in the public game.  
• They may be preserved for personal family legacy or future storytelling with consent.

## 🌈 Closing Statement

This game is built not just to inspire—but to protect.  
Every voice is honored. Every silence is sacred.  
We carry forward only what feels safe, aligned, and true.  
Our legacy is our light, not our likeness.