# Kairen Design Document

## Principles of language:

* Easy to learn
  + Analytical, (near 1:1 morpheme to word ratio)
  + Large number of words are compound words (or semicompound)
    - This way the user can learn a large amount of words from combining words that the user already knows
  + Large number of words formed by adding simple modifiers
    - Example: o- opposite, a- in-between
      * Go = go, ogo = stop, ago = ??? (some a- words and some o- words don't make sense but can be used artistically as like an only in kairen word. Ex: ago = some weird in-between state between going and stopping
      * Kime = bright (?) okime = dark, akime = neither bright nor dark
      * Hap = happy, ohap = unhappy, ahap = neither happy nor unhappy
      * Edei (en = early, dei = day, en+dei, drop final consonants, edei) = morning, oedei = night, aedei = midday
* Easy to implement in computer applications
  + AI in games is on the top of the list
  + One of biggest problems with natural language processing is the high amount of ambiguity in speech.
    - This also is a problem for people in general
    - There are things we can do in the language to clear up ambiguity
      * Syntactical ambiguity is ambiguity with pronouns in a sentence and over the meaning of a sentence given its words
      * Word ambiguity is the ambiguity of what a word means; usually caused by a word having multiple meanings. This is easier to fix because we can just have words only have 1 meaning
        + We can distinguish the parts of speech of a word by creating endings that you add to convert from parts of speech to each other.
        + We can also have words have only 1 meaning.