List of Kairen words!

# Goals for Language

The primary goal for the language is to create a system for human and ai players to communicate. Initially, this will be through text chat in a videogame. This means that my language must be optimized for text input. This means that the language must be quick to type, and work within the confines of the qwerty keyboard.

Primary goals:

* Quick to type: This means since the words will be separated by spaces and have periods at the end, each word must be as few characters as possible
  + There will be 1 letter words, especially the vowels
  + There will be 2 letter words, with consonant in front and in back
  + There will be 3 letter words, etc
  + Thus, there are no phonotactics, just © v ©
* Easy to recognize from a textual standpoint. (avoid having two works, exactly the same except for initial “I” versus initial “L”) (avoid having “vv” where “w” would change the word) (etc)