- Develop economy and market mechanics

- allow players to develop economic structures for their civ-empires and in other games, with detailed mechanics, structure, theory, system, and gameplay and a rich theory, can develop many different sectors or focus on being the best in a small number (like production of a certain thing or production of a certain resource, skill at a certain kind of action/power, or any other thing, players can develop a sector of their economy based on making or doing any kind of thing, and then selling that to others, etc)

- can also develop their own economy-like gameplay mechanics/structures/system for their own game-world/universe

-part of of civ-empire gameplay involves managing and developing your civ-empire’s economy

-can acquire control of resources, develop infrastructure to support certain types of sectors; also automata and member of the civ-empire’s automation will autonomously (controlled by the AI) begin to engage in private enterprise and economic activity; as the manager of the civ-empire you need to provide the environment to support this

-there are also events and decisions you can make that affect the development of the economy

-can do many kinds of things and engage in many different types of mechanics and development in order to develop and build the economy and economic infrastructure of your civ-empire

-can develop trade networks

-like in distant worlds, there is a private economy made up of the population of your empire and automata. Individuals members of the population and automata will have their own desires for things/resources/items/services/objects/structs/goods/Iulion/Adrion/games/software/tech/mech/systems/[abstract aynu-things]/[abstract aynu-structures], and will generate demand for these things. And other members of the population and automata will work to meet these demands by creating companies/organizations/structures/systems that work to provide these things/resources/items/services/objects/structs/goods/Iulion/Adrion/games/software/tech/mech/systems/[abstract aynu-things]/[abstract aynu-structures]

->this is entirely controlled by the AI, but the player needs to provide the right conditions and perform actions to support and encourage and the development of these systems as well as security; they can do this by developing economic infrastructure/structures/systems/Iulion/Adrion and creating them

[Need to develop the economy and market mechanics further, possibly include some aynu-code and aynu-development, and aynu-components/things/Aedonis and aynu-structs/structures/theory]