Stats and Data Components and [aynu-data] for the [Ultimate Elu objects]

[aynu-data] = [aynu-thing]

Develop Elu stats and data components and [aynu-data] for the ultimate Elu objects and their mechanics/systems/Iulion/models/gameplay/formulas/Adrion/[Abstract aynu game-play and mechanics]/game-structure

-create a data sheet for each stat/data/[aynu-data] components outlining and implementing the engine for and creating their mechanics/systems/Iulion/models/gameplay/formulas/Adrion/[Abstract aynu game-play and mechanics]/game-structure

-these stat-mechanics and engines run in the background, but they are what makes up the Elu objects and gives them meaning/structure/systems/gameplay/mechanics/things/[aynu-things], interactions/powers, [aynu-structures/mechanics/systems/gameplay], models, powers, and everything in the game; these are basically the atoms that make up the objects and gives them all of their properties/things in the game: these stats are also what make the objects have an interesting theory and allows for the existence of the objects that do everything I want; and the objects I desire to possess (and the reasons I want to possess them) are determined by their stats/data-components/[aynu-data]

->that is, the reasons/theory/[aynu-theory]/motivations/[aynu-reasons] for me wanting/desiring/[abstract-aynu-desiring]/[Effylian] certain Elu-objects/things/[aynu-things]/structs is determined and created by their stats/data-components/[aynu-data]/[aynu-code]

-> that is, there is an [abstract aynu-theory]/model/system/structure/[aynu-system] which allows me to determine which sets/collections of stats/aynu-data/data-components are good in the game at certain things/gameplay/mechanics/Iulion and which ones I want/desire/[aynu-desire]/[Effylian] and which make me happy/satisfied/[abstract-aynu-happy]/[Effylion]/[cause me to achieve the ultimate thing I want]/[achieves my ultimate goal/purpose/value/paradise/firdaws]/[does everything I want] -> refer to this ultimate thing I want to achieve as “Effylian”

->each stat has its own theory/model/system/structure/[aynu-system] which can interact with the theory of others, and this theory is created in the stat’s corresponding data sheet

-data sheet may be written in english, code, aynu-code, or any other method of writing things or encoding data

-these stats, data-components, and [aynu-data] are what make-up, implement and creates the [ultimate Elu objects], makes them and determines everything about them in the game world, including their properties, characteristics, Iulion, Adrion, [Aynu-properties], [Aynu-interactions], powers, things, [aynu], [aynu-concept/theory], structure, [aynu-structures], things, possessions, …[more to add]

-these stats, data-components and [aynu-data] determine and create everything about the [ultimate Elu objects] in the game, including their [aynu-things]

-these stats can use/[be made from] any kind of data structure/model/Iulion/[aynu-thing]/[aynu-theory]/theory or code, some use aynu-code

-the data sheet associated with each stat/[aynu-data]/[data-component] provides the engine/[aynu-engine]/code-base that creates meaning and power for the stats, that interprets the stats and implements their { effects, properties, characteristics, Iulion, Adrion, [Aynu-properties], [Aynu-interactions], powers, things, [aynu], [aynu-concept/theory], structure, [aynu-structures], things, possessions, meaning, existence, value, manifestation, [aynu-(versions of the above)] …[more to add] } in the game

-that is, the data sheet is what gives the stat/data-component meaning/value/existence/[aynu-meaning/value/existence], [things], Iulion, Adrion, [aynu-things], structure, powers, objects, [Elu-things] and implements it in gameplay

-the stats/data-component/aynu-data in turn are what give the Elu-objects (and any other game-objects) their {powers, things, items, abilities, strengths, characteristics, effects, properties, Iulion, Adrion, game-play, game-things, game-structure, [aynu-game-things], [Aynu-properties], [Aynu-interactions], powers, things, [aynu], [aynu-concept/theory], structure, [aynu-structures], things, possessions, meaning, existence, value, manifestation, [aynu-(versions of the above)] …[more to add] }

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-by giving certain objects/Elu-objects/Feanor certain kinds of stats/data-components/aynu-data I can give them certain {powers, things, items, objects, [aynu-objects], abilities, strengths, characteristics, effects, properties, Iulion, Adrion, game-play, game-things, game-structure, [aynu-game-things], game-structs, [aynu-game-structs], [aynu-things], [Elu-things], [aynu-game-theory], [aynu-game-structures], game-play-interactions, [aynu-gameplay], game-mechanics, game-systems, [aynu-game-objects], [Aynu-properties], [Aynu-interactions], [aynu-powers], [things], [aynu], [aynu-concept/theory], structure, [aynu-structures], possessions, meaning, existence, value, manifestation, [aynu-(versions of the above)] …[more to add] } such that when I possess them:

-they satisfy and [get/possess] my ultimate/[aynu-ultimate: kara] want/desire/[aynu-desire]/[abstract-aynu-desire/want that transcends mortal understanding: Aeia]/[Effylian]/[aynu]/[Elysion]

-can engage in gameplay with them that I find fun/[abstract aynu-fun: Aria]

-can do everything I want, allows me to create and play any game that causes me to be happy/satisfied and [have abstract-aynu-fun: Aria]

-allows me to engage in gameplay I find fun/[abstract aynu-fun: Aria] and can enjoy roleplaying in and creating my ultimate fantasy world

-allow me to achieve [the ultimate thing I want]/[achieves my ultimate goal/purpose/value/paradise/firdaws in creating these game-things]/[the things I have been searching for: transcends mortal expression and only expressible in aynu]/[does everything I want]/[Effylion]/[Elysion]

-[more to add; need to develop more good things/theory/game-things I want/desire/Effylion that can be created by giving certain things, objects, structs, [things], Elu-objects, Feanor, [aynu-things], [game-things] and Adrion certain kinds of stats]

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[the different values/[aynu-code]/[aynu-data] for the stat/data-component/[aynu-data] that an Elu object can have can give it different kinds of aynu-value/meaning/power/things/adrion/Iulion/effects/properties/attributes/effects/[things]/[aynu-properties/effects]/[aynu-things]/[aynu-characteristics]/[aynu] and elu-things/Iulion/items/objects/world/[aynu-structs]/universe/reality/theory/concepts/[aynu-theory]/mechanics/structures/systems/models/formulas/structs/game-things/game-powers/development-mechanics/gameplay-mechanics/Adrion/game-creation-mechanics/[aynu-things]/[things]/[aynu]/[aynu]/[Aedonis]/[Abstract aynu-theory structure = Aedonis] ] -> certain kinds of these things can create and result in my Effylian

[copy things from the offline document on stats]

[need to develop stats/data-component.[aynu-data] mechanics further; add further writing and code here]

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Example Data Component

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Strength:

-non-negative integer

-the value is used when fighting an enemy; your strength value, say x, and your opponents strength value, say y are plugged into a formula f(x, y) to determine who wins

Code and Complete Model/Structure/System:

[code]

Set player1 strength = x

Set player2 strength = y

Define

f(x,y) =|x - y|

if f(x, y) > 0 -> player1 wins

if f(x,y ) < 0 -? player2 wins

else draw

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example 2:

Kari:

[description, outline, code, aynu-code and everything else needed to fully describe, implement, and create Kari]