Basic things I need to make:

- gameplay mechanics, engines, things, and systems

- the objects, structs, aynu-things, aynu-objects, items, aynu-game-structs and anything else that participates in gameplay

- anything else, like story or roleplay, that participates in gameplay and creating it

Design a simplified system for making games, mostly by writing the game in a data-sheet and creating a collection of game-thing data-sheets for anything in the game, including for items, game-structs, special gameplay things, player accounts, world things, maps, NPCs, events, forts, locations, objects, aynu-things, game-reality things, game-things, game-world powers/effects, [things], characters, buildable and developable game-things, gameplay-things/structs, ... [more to develop,... and anything else. This will be the ultimate method for making games that do what I desire and achieve [elysion + ultimate goal/descriptor]

-> call this Endor

-> the Endor Files are the game, to have the game and be able to play it and game-play with it, you need to have the Endor (or Magon) game-dev-files

-> the Game is created and gameplayed using the Endor or Magon Dev-files: they are the engine/structure/code that creates (and "is") the game

-> include data-sheets, documents, data-bases, repositories, document-structs, files, file-systems, file-structures, data-structures, and any other [file-data objects] with them to store game-data and game-things such as player accounts, world-state, items, structs, objects, Elu-things, Feanor, Adrion, Iulion, Rygel, and any other game-things -> these help the Endor/Magon to create and be the game/gameplay and allow for persistent-world gameplay

->create a folder for each game holding its Endor and all other relevant files

-> There are two versions of game dev: one using aynu-things, aynu-structures, aynu-code, and other aynu that transcend mortal understanding and achieve Elysion/Effylion and my ultimate goals by giving myself abstract aynu-objects/things/structs that exist within the game’s Aynu-developed-world and gameplaying, possessing and doing aynu-things that transcend description with those objects within the game. Essentially, there will exist aynu-code, aynu-documents, aynu-file-structures and aynu-things that create the game, gameplay, game-systems, game-world, game-objects, game-structs, game-accounts, and any other things in the game. I will put in my account all of the things I want in this game which will make me happy.

-> The other uses concrete game-development outlined in English and standard code to create a game that is easily understood by mortals Use Endor to create both abstract-aynu games and concrete games

->everything in my game-development work will come together through my development of Endos Gameplay: Feanor is the ultimate game world I will create and gameplay in, and the Elu are the ultimate objects I want to possess and gameplay with

-> Endos Gameplay can include other sub-games such as Feanor, Iconos and Strategos, and can even allow players to develop their own games and share them with friends or gameplay with their friends

- Elodor

- Elador

[Develop Endor for game-dev]::

Three main modes of development:

- explicit and concrete game development: Endor

-> focus on building my ideal strategy game and icon based gameplay

- development using aynu-code and abstract-aynu-things: Endor

- create an abstract version of a strategy game constructed with Endor

- the Iulion-based game development I am working on in google docs, that uses hybrid stuff and Magon

Sample Endor Game:

[Name]::

[Iulion/Mechanics label]::

[code, text, aynu-things, data-structures creating and implementing the Iulion/system/mechanic]

-> use special code to connect this mechanic to any objects, stats, or other game things that interact with it

-> use special code to create other special parts of the mechanic: need to systematiz how this works

-> Use special code to determine how this mechanic fits into the game-world and interacts with other parts of the game

-> construct special code-systems to create certain types of things for the mechanic that do certain things

[Game-world]::[Create the game-world and its reality, laws, theory, things, plots, story, roleplay, game-things, and anything else about the game world and game-reality]