[Develop Feanor here using Endor]::

[this will be developed using aynu-things, aynu-structures, aynu-code, and other aynu that transcend mortal understanding]

{ Developing the Feanor Game is the ultimate and final part of the game-development thing; developing the Feanor will be achieve my ultimate goal and desire with respect to the development of abstract Aynu-games: Any other abstract Aynu game can be created, played and simulated using Feanor Gameplay, and can be created by the players themselves and shared with other players}

[Feanor Game-dev]::

[General Feanor-world things]::

[Feanor-thing1 Game Dev]::

[Feanor Game Dev-thing2]::

[Feanor-stat Game Dev]::

[Feanor-power-things]::

[Feanor-Game-powers]::

[Inventory/Possessions/Gear]::

[Items]::

[Aynu-things]::

[Elu-objects]::

[data-thing]::

[Artwork]::

[thing]/[thing]/thing

[Special data structure 1]:::

[Data-struct1]

[structs]::

[Movepool]:: [powers, abilities, items, structs, and anything else that this struct is able to use, once acquired]

[[things]]:: { }

[Game-world]::[Create the game-world in which the Feanor exists and lives, and its reality, laws, theory, things, plots, story, roleplay, game-things, and anything else about the game world and game-reality as it relates to the Feanor]

[things]

{

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