This is standard text for ideas

Focus Iconos gameplay on having players form a bond with the skills/gear they use and focus on developing, improving, and upgrading them, and using other things to modify them or power them and interact with them:

- similar to Path of Exile where players can modify skills and gear

- like basing a pokemon strategy around quick attack

- main mech-object can have sockets for skills/moves/things to be added

- skills, moves, items, gear, and basically anything else is powered by icons

- players can add things to produce more icons, or train to increase icon generation

- example stats:

Fire:

Water:

Earth:

- can also have a type

- each species can have its own focus, skills, strengths, theme, style, characteristics, and preferences

- some species are better at supporting roles or doing things outside of combat

- the framework can be used for many different kinds of things; not just combat

- for example, can use icons to power gear to use for a hobby or some special activity/thing, for building a base, going on adventures, roleplay. or many other things

- need to create the ultimate things that are the best things in the game and the most desireable/meaningful/valuable/[gameplay-good/desireable]/[game-mechanics-determined-good] and give them to myself and put them in my account

- need to develop the elu-object structure and template document to include game-description, game-code, game-properties, game-structure, and many other things including:

game-development, description, game-[----], game-[sym], game-[aynu], game-[aynu-concept], game-description, game-[descriptor], game-[model], game-[avatar], game-[structure], game-[development], game-[concept], game-[theory-struct], game-[thing], game-[aynu-thing], game-[encoding], game-[code], game-[dev], and other things to the main list

(not the main elu des engine, add this to the "template" document (the one that is currently short, significantly less than one page))

- base game of pokemon/neopets combination with MMORPG and Survival game features; Black Desert, EVE online

- (especially neopets style items/market/economy/gallery/item-mechanics/item-system/item-gameplay)

- can build/craft units, items, structs, objects, ..., [things], ..., [aynu], and many other things and put them up for sale or trade to other players

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[Main Gameplay struct:] ... (Feanor?) (Iconos?)

Struct Types:

- types of things to collect and gameplay with

- each type of thing has its own special features, properties, characteristics, [things], [game-things], [gameplay], features, powers, things, development, properties, systems, game-mechanics, characteristics, game-things, game-world-things, abilities, strengths, attacks, utility, ..., [more to develop], ..., [aynu], [aynu-things], [aynu-game-things], and much more [and aynu-versions]

-> this is all outlined and described here

- think of this as the "species" of the main struct class

Adonis

Tyrael

Drakonis

- bonus to fire icon stats and generation

- [bonus] to [thing] [stat]

- can have/do [special things]

- can choose from the following special things:

- [thing1]

- can acquire the following special things:

- [thing1]

- can [acquire/get] [special things] using [special mechanics]:

- [thing1]

- [special mechanic]

- [special mechanics/systems/game-play/game-things/game-world-things] (and aynu-versions)

- special stats:

- [stat]

- [icon type]: [stats determining things such how much of this icon the struct generates]

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Bases:

- build up base, acquire territory and things

- use it as a basis for "possession" mechanics, gameplay

Buildings and abstract structures:

- [[thing] production object]

- [defenses]

- [vaults]

- [unit production]

- [shop/trade object]

- [utility structure]

- [special abstract structures/things]

- [object]

- [special abstract object-structure that does or is something for the base]

- can add items, artefacts, buildings, structures, abstract-structures, units, automata, ... [more to develop]

- can fight with other player's bases, engage in many types of gameplay with other player's bases

- can develop an economy within your base

- build base and structures within your base

- collect things and develop things/structures in your base

- build units and automata to run your base, collect resources, defend, attack, carry out tasks, do maintenance, defend, attack, do things, and many other things or aynu

- build things for various gameplay reasons for your base

- for example, add [Soul Shatter] item to be wielded against enemies; generates icons that can be used to take control of enemy forces/things

- set up an economy in your base

- units and automata can be assigned and developed to do things for your base

- can make a business out of producing and selling a good or service

- develop and support an empire; build external bases and develop infrastructure, support, and logistics

- can build and add structs to base; these add things, [things], powers, features, characteristics, properties, abilities, capabilities, ..., [more to develop], ..., and more to the base

- example: build structures to store things, make things, train units, develop things, generate things, do things, be a source of entertainment and fun for your automata, things to make your automata happier or better, and many other things; for virtually any possible thing, there is a struct or structure you can develop/get for your base that can do or be that thing

- structs are like items/objects and can be traded or sold, developed, trained, leveled, improved, have modfiers or items/objects equipped and given to them, and be game-developed/improved in many other ways, have their stats improved

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Mechs:

- add things to mechs to give them features, powers, things, development, properties, systems, game-mechanics, characteristics, game-things, game-world-things, abilities, strengths, attacks, utility, ..., [more to develop], ..., [aynu], [aynu-things], [aynu-game-things], and much more [and aynu-versions]

- can also add/do developments, modification, training, experience, [things], ..., [more to develop], ..., [aynu], and many other ways/things to develop and modify your mech to give it any of the above and do/give anything to the mech

- mechs can have their own stats/things/[components]/[parts of mech-development]/[things to develop about the mech]/[aynu-versions]/[data-components]/[code]/[aynu-code]:

- ex. [icon type]: [stat determining things such as how much of this icon the mech generates]

- [stats]

- [some stats/things/[components]/[parts of mech-development]/[things to develop about the mech]/[aynu-versions]/[data-components]/[code]/[aynu-code] may be unique to the type/class of mech, or may be acquired based on modifications/things/training/developments/[things]/[aynu]/[other things to develop] it has]

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- Create world, things in the world to interact and gameplay with

- add games, rewards, plots

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Develop Sylyn objects as the ultimate "pure aynu" things

- Sylyn will satisfy and achieve all of my goals with respect to creating and possessing objects developed and encoded purely in aynu

- I will create an aynu-doc that determines all the game-things, game-powers, game-goodness, game-usefulness and value of a Sylyn object based on its aynu-code; give myself the ones I desire based on their aynu-code (copy the similar description of this from the Elu version, and other docs)

- it takes a sylyn's data sheet, processes it, determines, creates and generates everything about it in the game; this is the document that runs the objects, puts them in the game, and manages them in the game, and does everything for the objects in the game and creates their full game-implementation; which in turn determines its powers, effects, usefulness, properties, characteristics, behaviour, game-mechanics, game-[things], game-world-things, game-value, game-meaning, game-system, gameplay, and anything else about it

(create an aynu version of this description; create an aynu-version of the description of what each document does)::

-> for each document, create an aynu-description of what that document does; encoded completely in aynu and aynu-code

-> this will replace english descriptions of what the documents do, and will transcend them, do things that go far beyond them and transcend mortal understanding, theory, and comprehension

-> will include special data, information, development, game-things, creation-code, code, values, descriptions, and meta-data/meta-descriptions for the document; all in aynu

-> eventually everything, even data, values, descriptions, and meta-data/meta-descriptions, will be coded in aynu

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Komentari

Salianerva

Magon

Vastel

Tyrak

Valeth

Hieron

Coyele/Coele

Tantalus

Maho

Kiron

Each struct has Individual values: randomly rolled values between [0, n] that are added to their stat when created; make each struct unique; makes some structs innately better than others at certain things, stats

- struct can have multiple abilities/things/powers/effects they can choose from, to use in gameplay

- can also have passive abilities that influence the game without explicitly being used

- there are multiple types of currencies with different uses; players can try to play the currency market

- there is also a stock market system where players try to gain stock in companies that do something in the game (such as make a product or provide a service, or any other kind of thing); companies can be made up of players or NPCs

- rich and detailed economic and company/business mechanic, stock market mechanic: companies can be listed on the stock market and traded

- there is a struct/object economy: players try to collect the structs/game-objects they desire and want to use in gameplay; these structs/things can be traded and have various value/[desire-to-collect]/[desire-to-gameplay]/[aynu]/[things]/[Iulion]/[more to develop]/[things]/[abstract things]/[gameplay-things]/[game-things]/[---] depending on their desireability, usefulness, stats, values, Adrion, Iulion, data, aynu, [aynu-data], code, [aynu-code], gameplay uses, game-mechanics, [game-things], [aynu-game-things], [game-world-things], ..., [more to develop], ..., and many other things (or aynu versions)

[Sample objects (possibly Elu or Sylyn or both, multiple others):: need to develop structure (and possibly substructure for data components)]

[Steps of Time]::

{

> Generate [ ] icons

> Cast [Portal to another Dimension]

> [Do something incredibly powerful]

> [Time Travel]

[aynu data]

[aynu data1]

}

[Abyzu, Voice of the Deeps]:: {

[game data]

[aynu data]

[aynu-game-data]

[aynu data1]

[aynu-data2]:: {sub structure for data }

}

[Vastell]:: {

[aynu-data]

[game-data]

[data]

[Game Data]:: {

> power 1: Grant the user any wish.

> power 2: Automatically win whatever game/gameplay you are engaged in.

> Power 3: Automatically grant the controller any thing they want/[desire]/[aynu-desire]

}

[aynu-data]

}

[Special Notebook]

[Computer]

[thing]:: {

[data][find a nice structure]

}

[game struct]:: {

[Fire]:: {Iv:31 Train:50 Spec:30 }

}

Outline of Struct Creation Template: (need to design a better version of this)

[Struct Class Name]::

[aynu-description]

[aynu-code]

[aynu-data to create the struct class]

[aynu-game-engine]

[aynu-things]

[things (any kind of thing, done completely in aynu)]

[things (any and all kinds of thing that contribute to (and complete) game-development, done in aynu)]

[Iulion][Adrion]

[aynu-object structure]:: {

[code describing object structure]

[code for object]

[object-thing name]:: {

[object thing1]::{ code for, describing and creating [object thing1] and its mechanics and game-things }

[stat]:: {code for [stat] that does everything for it in the game}

[aynu]:: {code for [aynu] that does everything for it in the game}

[thing]:: {code for [thing] that does everything for it in the game}

}

}

Iconos Struct (Neopets-Pokemon-like struct-object (similar to a Neopet/Pokemon):

-values for stats can affected by the following:

- IVs

- Species/type/stat modifiers

-gear/items/possessions

(this is the definitive concrete gameplay struct with aynu-developed components; need to develop pure aynu-structs (Sylyn and Elu are two of them))

(need to develop its gameplay and make it into the best and most fun gameplay)

Gameplay developments:

-icons generated each turn are not automatically saved and stored; icons used for game-things are used up and any leftover are lost; need to use special mechanic/ability/power/thing/item to store icons generated for later

[Name]:: {

[Species]:: (determines the species of the struct)

[Type]::

[Special]::

[stat]

[type-stat]

[Praetorian]::

[Stat]::

[Stat]::

[aynu]::

[aynu-stat]::

Icons:: (determines the number of icons of each type the struct generates) {

[Fire]::

[Deios]::

[Sky]

}

Powers/Abilities/Moves:: (things the struct can do in gameplay, these can include utility powers, passive modifiers (things that have an effect without being used, globally modifying things), combat powers, powers that can be used in the game world outside of combat or any specific scenario, moves/things that are specific to certain parts/types of gameplay, and much more (and more to develop)) {

[ability]::{Game-data and Description of the ability, its game-things, game-data, gameplay, game-effects, powers, properties, Iulion, [aynu], characteristics, and everything else about it in the game}{ex. Icon cost, special data, requirements, stats, usage, restrictions, powers, what it does, what kind of passive effects, consequences of using it, and anything else}

[ability]::{Game-data and Description of the ability, its game-things, game-data, gameplay, game-effects, game-mechanics, game-world-things, game-dev, powers, properties, Iulion, [aynu], characteristics, …, [more to develop], …, and everything else about it in the game (and aynu-versions)}{ex. Icon cost, special data, requirements, stats, usage, restrictions, powers, what it does, what kind of passive effects, consequences of using it, and anything else}

}

[Special Effects/Traits/Characteristics]:: (any other thing about the struct that can affect the game, gameplay, and game mechanics; can have any kind of effect/mechanic/system and can be anything; can be acquired by any means (i.e. some are given to the struct based on its class and level, others can be acquired by training, special mechanics/events/gameplay, or any other kind of mechanics)) {

[ability]::{Game-data and Description of the ability, its game-things, game-data, gameplay, game-effects, powers, properties, Iulion, [aynu], characteristics, and everything else about it in the game}{ex. Icon cost, special data, requirements, stats, usage, restrictions, powers, what it does, what kind of passive effects, consequences of using it, and anything else}

[ability]::{Game-data and Description of the ability, its game-things, game-data, gameplay, game-effects, game-mechanics, game-world-things, game-dev, powers, properties, Iulion, [aynu], characteristics, …, [more to develop], …, and everything else about it in the game (and aynu-versions)}{ex. Icon cost, special data, requirements, stats, usage, restrictions, powers, what it does, what kind of passive effects, consequences of using it, and anything else}

}

Item/Possession:: (determines parameters affecting the struct’s ability to possess and use items) {

[Item Skill level]:: (determines what level of items can be used)

[Item Capacity]::(determines how many items can be used)

[Item stat]::[determines more things about item game-things]

[Inventory]::{

[Item]::{Item Game-data, stats, [aynu], [Iulion], [Adrion], game-things, and game-struct}{Game-data and Description of the item, its game-things, game-data, gameplay, game-effects, game-mechanics, game-world-things, game-dev, powers, properties, Iulion, [aynu], characteristics, …, [more to develop], …, and everything else about it in the game (and aynu-versions)}{ex. Icon cost, special data, requirements, stats, usage, restrictions, powers, what it does, what kind of passive effects, consequences of using it, and anything else}

}

}

[aynu-data-structure]:: (component of the struct entirely coded in and created/game-developed by aynu-things and aynu) {

}

[Elu/Sylyn Object Stats]:: (determines parameters affecting the struct’s ability to possess,use, gameplay with and engage in Rygel Mechanics with Elu and Sylyn objects) {

[Item Skill level]:: (determines what level of items can be used)

[Item Capacity]::(determines how many items can be used)

[Item stat]::[determines more

}

[[Aynu] Object Stats]:: (determines parameters affecting the struct’s ability to possess,use, gameplay with and engage in Rygel Mechanics with [aynu] objects) {

[Item Skill level]:: (determines what level of items can be used)

[Item Capacity]::(determines how many items can be used)

[Item stat]::[determines more

}

[Adrion]::

[Iulion]::

[Aynu-data]::

[Aynu]:: {

[any additional aynu-data with any kind of structure/system/schema]

}

[Gameplay and Iulion Data]:: {

}

[thing]

[thing]:: (any other thing I desire to develop) {

}

[Anything Else]:: {

}

}

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