Elu Notes

Design template and structure for Elu objects, or copy from previous work into Endos. Include actions and gameplay actions, interactions, controllers, behaviour, views, applications, services, models, structures, code, data, stats, stat-data-structures, files/document structures, etc.

Design all structures and data-structures/stats/systems necessary to make the Elu objects do/be everything I want, [the ultimate class of things, some of which are the [ultimate desire-possession] and [the ultimate things that I want to possess and gameplay, which is my ultimate desire and source of satisfaction/happiness in life: [encapsulate and transcend mortal description by putting this into an aynu and aynu-concept]]] and have all the gameplay, game-things, game-mechanics, game-behaviour, game-structures, game-world-things, game-powers, game-meaning, game-universe, game-theory, game-desire, game-[aynu], game-[aynu-thing], and game-dev and game-world-[des] I want, which leads to some of them being [the ultimate things I desire to have, gameplay, and [aynu]-gameplay with, some of which are the [ultimate desire-possession] and [the ultimate things that I want to possess, gameplay, and [aynu]-gameplay, which is my ultimate desire and source of satisfaction/happiness in life: [encapsulate and transcend mortal description by putting this into an aynu and aynu-concept]]].

That is, certain Elu-objects will have the gameplay, game-things, game-mechanics, game-behaviour, game-structures, game-world-things, game-powers, game-meaning, game-universe, game-theory, game-desire, [aynu]-gameplay, game-[aynu], game-[aynu-thing], and game-dev and game-world-[des] I want, which leads to some of them being [the ultimate things I desire to have, gameplay, and [aynu]-gameplay with, the [ultimate desire-possession] and [the ultimate things that that possessing, gameplaying, and [aynu]-gameplaying with create/cause my ultimate desire and source of satisfaction/happiness in life: [encapsulate and transcend mortal description by putting this into an aynu and aynu-concept]]].

From this code, certain Elu-objects will have the gameplay, game-things, Iulion, Adrion, [aynu-things], [aynu], [aynu-game-things], game-mechanics, game-behaviour, game-structures, game-world-things, game-powers, game-meaning, game-universe, game-theory, game-desire, [aynu], [game-dev], [aynu-game-world-things], [aynu]-gameplay, game-[aynu], game-[aynu-thing], …, [more to develop], …, game-dev and game-world-[des] I want, which leads to some of them being { [the ultimate things I desire to have, gameplay, and [aynu]-gameplay with], the [ultimate desire-possession], [aynu-game-desire-thing], [aynu thing expressing game-des transcending mortal comprehension], and [the ultimate things that possessing, gameplaying, [aynu-game-thing/des], and [aynu]-gameplaying with create/cause my ultimate desire and source of satisfaction/happiness in life: [encapsulate and transcend mortal description by putting this into an aynu and aynu-concept]], …, [more to develop], …, [and many other things, including things other players may want or develop] } (see Elu notes for the concepts).

Elu objects will be diverse enough that they (certain ones) will be able to satisfy many different desires/wants/game-play desires and engage in (or do/have) many kinds of game-play, game-things, game-powers, game-mechanics, Iulion, Adrion, [aynu-things], [aynu], [aynu-game-things], game-structures, game-behaviours, game-theory, game-actions, game-interactions, game-meaning, game-world-reality-[things], game-world-things, [aynu], [aynu]-gameplay, [aynu-play-things], …, [more to develop], …, and [many other things, including things other players may want or develop] that players may want.

Aynu concept:

[name] := [roughly: my ultimate desire and source of satisfaction/happiness in life]

[name] := [roughly: the things which cause me to achieve the above concept, such as when I possess and gameplay with them ]

[more to develop about these concepts]