Ultimate document = Magon

Magon are the main document creating the associated Iulion in the game: the Magon for each Iulion is titled with the name of the Iulion, and the first line is {{ Magon }}; these documents contain the primary game-development code/text/things/engines/[aynu-code]

Magon will do everything I desire in the game-development of Iulion, game-things, game-world-things, and aynu-game-things: I will be happy/satisfied/[Aria] with the development of any game-system/mechanic/Iulion/thing when I have created and coded/developed its Magon.

[Develop the Magon and turn them into the ultimate thing that does everything I want for developing the game and its game-things/objects/mechanics/systems/Iulion/Adrion/Rygel/[aynu]/[game-world-things]]

The Magon contains the main game-play development code/text/aynu-code/script for the associated Iulion, and uses that code to create and implement the Iulion and any other game-mechanics/system/model/thing in the game and game-world. Having a Magon is necessary and generally sufficient to create any game-mechanic/system/model/thing or Iulion or class of Rygel in the game, though other documents may be used to add more things to the game-mechanic/system/model/thing or Iulion or Rygel; in particular, creating classes of Rygel (like Elu objects, Feanor) requires the creation of special data-sheets for each type of Rygel.

- need to develop and add more things that are part of the "ultimate document"/Magon for any game-component/mechanic/object-system

-each Iulion/game-system/mechanic/thing has its own Magon that contains the core and essence of each Iulion and the main thing for each Iulion

[[TO DO]:: develop the "ultimate document" that can do everything I want in developing and creating games]

- the Magon document ultimately does everything I want and need for any game-thing, with respect to the game: it contains all the things needed to completely create the game component/thing/system and anything else I desire about that thing, with respect to the game

- each game-thing/system/mechanic and game-world-thing has its own folder, and each document in the folder is responsible for contributing to the game in some way, but the ultimate document/Magon is responsible for creating the game-thing’s core gameplay engine

- for the example, the Magon for the object mechanics system will create everything needed to implement the object system and allow players to interact with the objects in the game world

-> creates the object and its game stats and gives it an interesting theory; takes the code and uses it to create the thing in the game with all of the things encoded by its data/stats

-> these Magon do everything and anything for the associated game mechanic; they even do aynu-things that transcend mortal understanding

[need to develop more things about the "ultimate document" associated with the different game-play mechanics/things/systems/objects; these are ultimately the things that make up the game and create it; the game "is" these documents]

-the ultimate document is written in code, often aynu-code, and is the document that creates, encodes, generates, and does everything else for the game-things as required by the game and as encoded on the associated data/stat sheets

-the ultimate documents essentially do things that transcend description and can only be encoded in aynu

- Alexios: the thing the "ultimate document" does for the associated game-thing/world-thing/mechanic/system/model/formula/gameplay

[need to design more stuff; make this the ultimate thing that does everything I need to with respect to game-development: this is the final and ultimate product of game development and essentially is "the game"; each ultimate document creates and implements some part of the game as coded in the document]

- these ultimate documents will ultimately be able to do anything I want/desire with respect to creating things for the game; they can be written to do anything and everything; I can develop and create anything for the game using these ultimate documents, including aynu-things

-they are used to develop game-systems/mechanics that create gameplay and game-world things and game-play/world interactions; they can be used to create any thing or any abstract thing/system/mechanic for the game

-the ultimate documents can be used (and are sufficient) to develop, [game-things]/[aynu]/[aynu-game-things]/[things]/[ultimate aynu-game-development things], and create any thing/code/engine/[aynu-thing]/mechanic/system/object/stat, [aynu-thing], mechanic, game-world-thing, game-world-system, game-play thing, game-play system, gameplay mechanic, game-formula, game-model, [aynu-game-world-thing], [aynu-game-world-thing], [things], [aynu], Iulion, Adrion, [Iulion], [Adrion], [items], Elu-things, Feanor, ..., [more to develop], ..., and anything else for the game

-> use code, english, aynu-code, and any other type of script/writing