[Need to develop any and all object/item/thing/Adrion mechanics/systems, including items, resources, things, structures, services, objects, Elu-objects, [things], [aynu-things], [Adrion], [aynu]-things, structs, aynu-structs, [game-things], [game-items], [aynu-game-thing] and any other game-thing’s mechanics/systems; and develop a way of encoding each object’s special mechanics/system, [game-things], [game-interactions], [game-powers], [game-play], [game-things], things, game-powers, abilities, effects, uses, Iulion, [aynu-game-things], [aynu-game-mechanics], [aynu-game-powers], [game-things], [gameplay-thing], [aynu-game-things], and game-play things]

[Need to develop Trading and Market Exchange system and Mechanics]

Players can trade and sell any item, resource, thing, structure, service, object, Elu-object, Adrion

->items, resources, things, structures, services, objects, Elu-objects, [things], [aynu-things], [Adrion], [aynu]-things, structs, aynu-structs, [game-things], [game-items], [aynu-game-thing] and any other game-things have their own things, game-powers, abilities, effects, uses, Iulion, [aynu-game-things], [aynu-game-mechanics], [aynu-game-powers], [game-things], [gameplay-thing] that can be done with them;=> that is encoded in their game-data sheet

Things players can do with their items, resources, things, structures, services, objects, Elu-objects, [things], [aynu-things], [Adrion], [aynu]-things, structs, aynu-structs, [game-things], [game-items], [aynu-game-thing]:

-they can open a shop and sell them

-they can use their special mechanics/system, [game-things], [game-interactions], [game-powers], [game-play], [game-things], things, game-powers, abilities, effects, uses, Iulion, [aynu-game-things], [aynu-game-mechanics], [aynu-game-powers], [game-things] that are encoded in their game-data sheet and encoded and created with the relevant game-engine

-they can engage in [game-play]/[aynu-game-things] with them based on their game-stats, game-code, aynu-code, data, data-sheet and document-file-information/structure that creates the object/thing; do this using the relevant game-engine

-they can collect the things they like and display them in a gallery

-they can use them to develop and create other items, resources, things, structures, services, objects, Elu-objects, [things], [aynu-things], [Adrion], [aynu]-things, structs, aynu-structs, [game-things], [game-items], [aynu-game-thing], …[more to add], and any other things that have the mechanics/system, [game-things], [game-interactions], [game-powers], [game-play], [game-things], things, game-powers, abilities, effects, uses, Iulion, [aynu-game-things], [aynu-game-mechanics], [aynu-game-powers], [game-things], [gameplay-thing], [aynu-game-things], [game-system-interaction], [aynu-game-system-things] and game-play things that they want, desire/[aynu-desire]/[find abstract-aynu-fun:Aria]/[aynu]/[aynu-thing], [aynu-game-desire]/[aynu-desire/want: Effy]/[make them achieve the ultimate goal and aynu-thing: Effylion and Elysion], [allows them to engage in gameplay and aynu-gameplay they find fun/Aria and causes them to achieve Effylion, Elysion, [aynu-things], and does/gets [aynu-things]]

-can create and engage in “free” form and “open-world”/sandbox/”real world” type interactions with items/objects/things/[aynu-things], structs, and any other kind of [thing]

-they can engage in any kind of gameplay mechanics/structures/systems with the items, resources, things, structures, services, objects, Elu-objects, [things], [aynu-things], [Adrion], [aynu]-things, structs, aynu-structs, [game-things], [game-items], [aynu-game-thing] and any other game-things which have their own things, game-powers, abilities, effects, uses, Iulion, [aynu-game-things], [aynu-game-mechanics], [aynu-game-powers], [game-things], [gameplay-thing] that is encoded in their game-data sheet, and using the relevant gameplay engine

-they can engage in gameplay/[aynu-game-things] with the items, resources, things, structures, services, objects, Elu-objects, [things], [aynu-things], [Adrion], [aynu]-things, structs, aynu-structs, [game-things], [game-items], [aynu-game-thing] and any other game-things using their game-mechanics/structures/systems, things, game-powers, abilities, effects, uses, Iulion, [aynu-game-things], [aynu-game-mechanics], [aynu-game-powers], [game-things], [gameplay-thing] and any other game-thing/[aynu-game-world-thing] that is encoded/written in their game-data sheet, and using the relevant gameplay engine

[develop more gameplay mechanics/structures for items, resources, things, structures, services, objects, Elu-objects, [things], [aynu-things], [Adrion], [aynu]-things, structs, aynu-structs, [game-things], [game-items], [aynu-game-thing] and any other game-things and ways of encoding gameplay mechanics/structures and the object’s data that interacts with the mechanic/system]

-the actual gameplay mechanics/structures, game-powers, abilities, effects, uses, Iulion, [aynu-game-things], [aynu-game-mechanics], [aynu-game-powers], [game-things], [gameplay-thing] are encoded in a corresponding “game-engine”

-the things needed to create the object’s [interactions, game-world-actions, game-world-things, properties, things, aynu-things, game-things, Iulion, [aynu-game-world-things]] that engage/interact/[game-play]/[aynu-gameplay] with game mechanics/structures/engines are encoded in the object’s data sheet, using the mechanic/structure/engine’s name as a header/label

-any kind of object/thing/Adrion can be created and encoded in a game-sheet and using stats, data, code, aynu-code, [aynu], [aynu]-script; the object can be given any kind of special mechanics/system, [game-things], [game-interactions], [game-powers], [game-play], [game-things], things, game-powers, abilities, effects, uses, Iulion, [aynu-game-things], [aynu-game-mechanics], [aynu-game-powers], [game-things], [gameplay-thing], [aynu-game-things], [game-system-interactions], [aynu-game-system-things] and game-play things

- everything about the object in the game is determined and created by the game-sheet and the data/code/aynu it contains

-can use [aynu] and [aynu-code] to encode an [object/thing/Adrion]’s Iulion and transcendental aynu-things about the object that are part of the game but transcend mortal understanding