[Structure Design and Development Engine]

[Write the code that implements and creates the Structure Design and Development Game mechanic and its Iulion, Adrion, structs, structures, game-systems, game-mechanics, [aynu-game-things], objects, properties, game-things, [game-world-things], items, models, [aynu-things], [aynu-structures, [aynu-game-mechanics], [aynu], and any other [things], as described in the corresponding document]

[Includes any and all data about the mechanic, and this code creates and has the data/aynu-data on all the objects/items/things/Iulion

[Include aynu-code]

[aynu-code]