This is where I’m going to create and develop everything needed for pure aynu game-dev (including notes), including the [ultimate aynu-things that possess the ultimate code and that possessing and collecting them achieves everything I want from aynu-game-dev and causes me to achieve [Elysion]] (a sort of pure aynu version to having the most desireable girl and achieving Paradise/Firdaws and the ultimate satisfaction from life, but is an even more transcendental concept/thing that goes beyond mortal imagination and transcends all of this in a way that can only be captured and contained in essence by aynu)

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[more to develop]...

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[Pure Aynu game Development development]

[develop the system, mechanics, coding systems, and all other things needed to create the pure aynu games]

[Develop entirely using aynu code to create game engines and game things that give [game-play]/[aynu]/[aynu-game-dev]/.../[more to develop] meaning to all of the things in the game

[pure aynu game development documents are themselves things I desire to collect and possess (and collect/develop as a hobby), and have collectible value/meaning/[pure aynu-transcendental-desire-value [from collecting and possessing]]]

…

[more to develop]

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Developing Pure Aynu game objects/[aynu-things]/[aynu-game-struct-things]:

[catalogue of Aynu stat components and their possible aynu values (similar to item catalogue), and the aynu code required to give them game-dev and game-play-meaning/value/things/[...]/[more to develop]]

[develop pure aynu items, structs, [game-things], ..., [more to develop] and all other pure aynu game-things, and everything about them in the game and all of their [game-dev/aynu-game-dev] and everything necessary to give them game-dev and game-play meaning/value/things/[Iulion]/[Adrion]/[aynu]/[aynu-game-concepts/theory/things]/[aynu]-[aynu]/.../[more to develop]]

[more to develop about developing pure aynu game objects/structs/[Rygel]/items/[things]/[aynu-things] and [aynu-game-struct things], …, [more to develop]]

[develop pure aynu game-structs/Rygel/[aynu-things]/[aynu-objects]/[aynu-game-dev-theory-things] here using pure aynu code to give them meaning, gameplay value, [aynu-game-dev], [game-dev-value], [game-dev-meaning], [pure aynu-transcendental concepts related to game-dev theory], [aynu-game-theory-value/meaning/reality/universe-theory-things], [game-engine-interactions], [game-properties], [aynu-game-properties/abilities/powers/things], [aynu-things]/[Iulion]/[aynu]/[aynu-aynu]/[Adrion]/ [aynu-theory-things]/[aynu-game-theory-things]/[aynu-game-universe-things]/[aynu…]/[...[aynu]... aynu]/[aynu-game-dev-things]/.../[more to develop]] …, [more to develop]]

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Sample Pure aynu Game dev thing:

[Pure aynu MMORPG game thing]:: {

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