- Game thing: [Character log]:: Tracks the things you have and your current state in the storyline. Tracks everything needed to track your progress in any plot. Contains all data about your character in the game, plot, campaign, storyline, or anything else.

- ability: - [Transformation: Monstrous: Werewolf]:{Gain properties, abilities, stats, powers, and game-things associated with the Werewolf]

- need to reduce the number of files encoding the game: need to work on moving information from all unnecessary files and note files to the proper game-dev/destination/encoding/long-term-storage file

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More Notes:

[False Strike]:: { Reduce any of your opponent's stats to 0 for the rest of the game-play match }

[stat:Lore - (may develop different kinds)]::{ Used in plots to determine how good the pet is at special plot-based tasks }

[Night March]:: {

cost: 3 Dark icons

Effect: Does [x] more damage for [some condition depending on other structs with night march] to the target.

}

[Enter Infinity]::{

[Game]:{[anything]/[any aynu-thing]/[can any and all aynu-theory-concept-thing]/[Can do/be/have/[aynu]/[aynu-theory-thing]/[aynu-concept] anything/[aynu-thing]/[aynu-theory-concept-thing]/[Iulion]/[Adrion]/[game-dev-thing]/[aynu-game-dev-thing]/[aynu-game-dev-system-mechanic-thing]/.../[more to develop]] - [aynu theory concept expressing the absolute freedom to do/be/have anything] - [can create your own universe with your own laws/structure/[physics]/[things] and give yourself anything you want in that universe and live in it - can make it your own personal paradise/[Elysion] by giving yourself and having/creating everything necessary and having all the things you desire (including companionship/relationships/roleplaying/gameplay/games/[game-dev]/[aynu-game-dev])]}

}

[Exodia]::{

[Game]::{ All of the best things, [Iulion], [Adrion], [aynu-aynu], [aynu-things], [aynu-theory-things], [aynu-game-dev-things], [aynu-game-dev-mechanics], [aynu-game-powers], …, [more to develop], and anything else in the game }

}

[Exxod Flame]:: {

[Game Dev]:: { Can do infinite [anything]/[aynu]/[aynu-theory-concept]/[any aynu-theory-thing] }

}

- need to develop flexible pet-struct game mechanics that can be used to develop any other kind of gameplay and any game-dev

-- Need to develop pet-struct mechanics that can be used to simulate/game-dev any other kind of gameplay, game-dev, [aynu-game], [aynu-game-dev], …, [more to develop]

- need to develop pure aynu-code and pure aynu game things that will be the ultimate things I want from game-development and the first/most-important things I archive - written in pure aynu-code/writing and using an aesthetically pleasing/beautiful document/data/file structure

- item mechanics: items based on neopets

- each item will have its own set of stats and a set of things you can do with it in the game; can be given to a pet, used for a particular thing, and anything else imaginable

- items can have any kind of game-mechanic, game-dev-thing, [aynu-game-thing], [aynu-game-system], [aynu], [Iulion], [game-thing], [aynu]-[aynu], [Adrion], ..., [more to develop], use, or any other thing imaginable or encodable in aynu

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Omni-Structs:

extremely powerful pet-structs, have extremely powerful effects/abilities/powers/game-effects/[game-dev]/.../[anything]; can only have one (or only use one in any kind of gameplay match)

ex.

[Exodia]

[Tantalus]::{

[game]::{ Grant Aura: Raise all struct's stats by [x] }

}

[Romenos]

----

[add more interesting game mechanics/system//game-play/game-dev/[Iulion]/[aynu]-[aynu] as I come up with them, including ones encoded in pure aynu in an interesting and beautiful way]