[Pet structs can contribute to the building of special tactical structures or "bases"]

[Bases contain things that can be used in gameplay to make your account better at the game]

-> build up base -> makes your account better and more valuable in the game

bases can use their [sub-structs aka "buildings"] to give them powers/abilities/[game-dev-things]/[game-things]/[aynu]

bases can control territory, resources, units, items, and anything else

[develop tactical structure building here]

Design Overall Base Mechanics:

Bases exist on an overworld map with various things on it. There will be other bases, resources, items, Rygel, units, monsters, and many other things on the map, and players can use their units to do things

- take some inspiration from illyriad, civilization, Europa Universalis, Age of Empires, Distant Worlds, and many other games

- one of the many sub-games that are part of the Neopets-like

- pet structs can be part of the game, can exist on the map and do things; have stats that can be used and affect the game

- pet structs can be added to the base and contribute to it, can make the base better at certain things, can fight enemies, or do any other kind of thing

- "grand strategy MMO"

Buildings:

[need to design how buildings work, their stats, the kinds of things they can do, how they can be developed/improved, their mechanics, what they "are", how they work, and make them less like "buildings" and more like pets/game-structs]

[Players get access to a certain core set of buildings, with limitations on how many and what kind of buildings they can create; require special resources to build them. Players will only be able to build a small subset of buildings, and it is usually fairly expensive to build them]

[Buildings do something for the base, such as generate resources, make things, perform actions, control things, or anything else]

[[thing]-maker]: Can issue a production order to make a certain quantity/type/version/build/[stat-data]/[code]/[aynu] of [thing]. [thing] may be a type of game-struct with its own stats, data, [writing], [aynu], in which case improvements to the maker can improve the stats, data, [writing], [aynu], [aynu-writing/code] and any other property of [thing] that the maker produces.

[Units]:

[develop units and unit mechanics here]

[units can be produced and given instructions to do things for the base][ they can be added to building-structs to improve somehting about them (they are "working")]

[worker units can be added to improve efficiency of a building, or a building may require worker units to allow it to do something]

[units can also be used to do pretty much anything; caravans can be used to transport resources and things]

[some units can do things to improve the base, others can be used to harvest things abroad or carry out othe ractions for the base]

[there are some rare types of units that can do special things]

[units are special types of structs and can have their own stats/data that determine how good they are at certain things]

Examples:

[Small Caravan]: [Can carry X units of goods or 1 special item]

[Junior Researcher]: [Assign to a laboratory to improve research output by X]

[[thing] maker-struct]: [Assign to a [thing]-making struct to improve production of [thing] by X]

[Great Artisan - [thing]]: Can be used to produce a great work, which may have various benefits.

[Converter]: Can be used to convert a (convertable) captured enemy unit

[take some inspiration from Civilization, other things]

[[aynu]-game-struct]

[develop pure aynu game structs that are part of tactical structure building gameplay, including the best and most aynu-desireable/[ultimate-thing-I-want-out-of-gameplay-description] things]

[other concrete game struct]

[develop other game-structs that are part of gameplay]

...[more to develop]