The second component (other than pet-structs) is the building up of special structures that can be thought of as "nations" or civs.

- build up city-structs and their economy

- build forces, exert control over resources/things

- inspired by illyriad, civilization, and many others

Need to design:

Economy

- resource gathering

- manufacturing/production

- building/creating things

[Units, Items, Rygel]

[player Character]

Research

- control access to tech/special things

- design restrictions to accessing tech-like-things/recipes/blueprints so civilizations are forced to focus and specialize rather than get everything

- some things will be common, but there will be things like "secret recipes" and specializations that civs will need to choose between in order to be the best, or possibly be good at a wider variety of things

- techs can affect the things you can produce, quality, units, and anything about your civ

[pure aynu components]

[aynu]

[more to design concretely and using aynu]