[Develop a mechanic for building up your base object; get resources needed and use automata and things/tools to create and develop your structure. Use resources and items/things/structs/objects in combination with special game-mechanics/systems/Iulion/Adrion/formulas/menus/buttons/tools/applications to build up your main object and give it things/items/properties/attributes/[aynu-things]/[things]/[aynu-theory/concepts]/Iulion/Adrion/[aynu-properties]/[aynu-powers/values/stats/effects/features/mechs]/structs/[aynu-structures]/[aynu-items]/[aynu-addons]/[Aedonis]/[more things]]

summary: use things, Iulion, Adrion, and game-mechanics/gameplay to develop/build your game-object/Struct/Elu-object and give it special things/[aynu-things]/powers/Iulion/Adrion/[Aedonis]

[similar to a base building mechanics seen in other games, but is much better and goes way beyond them (this is only a crude approximation, but loosely inspired by, will likely incorporate the AoE base building mechanic into something else)] (somewhat like Age of Empires)