Develop a canonical game-world/reality/universe for the Elu-objects/things/gameplay/Iulion as well as a mechanic for players to develop a game-world/reality/universe for their own interests, desires, Elu-things, aynu-things, and any other things/items/objects/structs/[Aedonis]/[Abstract aynu-theory structure = Aedonis].

Player world creation Mechanics:

Players can create any kind of world/universe they want with any kind of laws, mechanics, systems, [aynu-systems/mechanics/structures], Iulion, [Aedonis]/[Abstract aynu-theory structure = Aedonis], …

They can create any kind of fantasy universe like Dragonball Z, Pokemon, Neopets, Digimon, Yugioh, Zoids, [or any other kind of anime] and give themselves any kind of role/position/power in it and roleplay using game mechanics and interacting with other bots/AI and human players using the game-world (this includes a full 3D rendering of the game world and the ability to talk and interact with others in the sandbox game world and do anything you could in real life, comes with a complete engine to generate anything the player-creator wants in the gameworld and generate everything according to the laws they set, including the laws of physics)

Players can give themselves anything in it, and roleplay in any way they want with other players. They can populate their world with AI, automatas, other players, bots, and any other kind of thing. These AIs, automata, bots, and other players will be able to do their own things and can interact with other beings/players/AIs/bots.

-a major component of gameplay and source of fun/[aynu-fun]/[aynu-game-fun]/[abstract aynu-fun: Aria] is to collect the Elu-objects the player desires and gameplay with them; the Elu-objects the player desires is determined by the Elu-object’s stats/data-components/aynu-data-code and the player’s personal preference and desired/[aynu-desired] [aynu-things] and desired gameplay and the theory of gameplay that determines which stats/data-components/aynu-data-code result in the player’s desired/[aynu-desired] [aynu-things]/[aynu-game-things]/[gameplay-things]/[game-things]/[aynu]/Iulion/Adrion/[things]/game-play/game-things and satisfy the player’s desires/[abstract-aynu-desires]/[Elysion]/[Effylion]

-players can also create their own system of Elu-things/Elu-objects to do and be any kind of thing they want, and such that they can achieve their own [ultimate-thing they want]/[ultimate aynu-thing they want]/[ultimate things they want that are only expressible in aynu]/[Elysion]/[Effylion] by controlling the system or by possessing and giving themselves certain Elu-objects they create within this system and creating a game-world they can do [abstract aynu-gameplay]/[aynu-things]/gameplay with the Elu objects in

->can use the aynu, aynu-code, or any other system/thing/code/script/[aynu-thing] to create the system and its mechanics, models,systems, structure, aynu-things, items, objects, Elu-objects, aynu-things, aynu-structure, and any other thing or [aynu-thing] about the system or its components/objects

-the canonical game-world uses these mechanics, but it’s the world I create